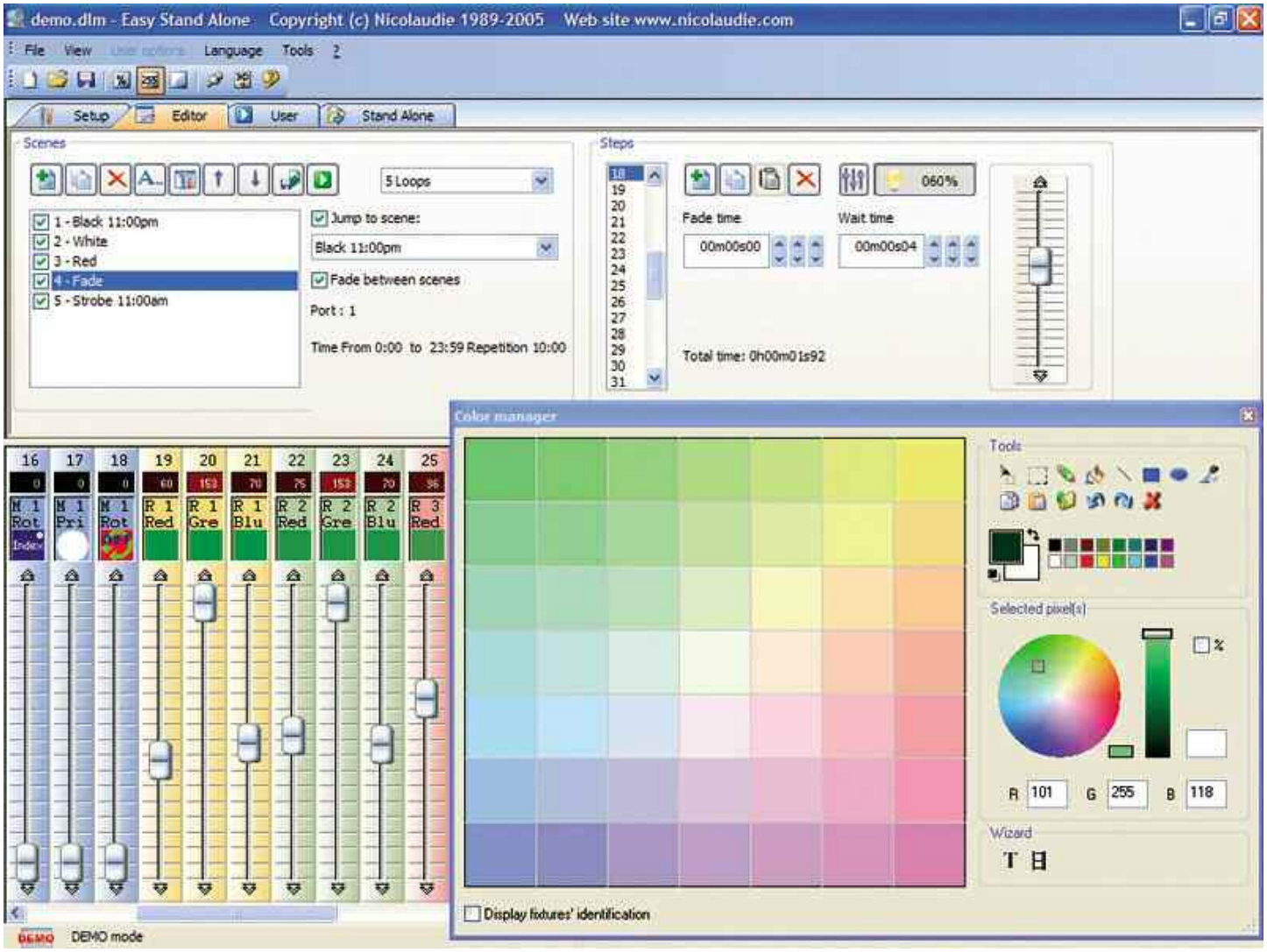
AD4118 - AD4119
Power CDI Commander



GRIVEN
world lighting challenge

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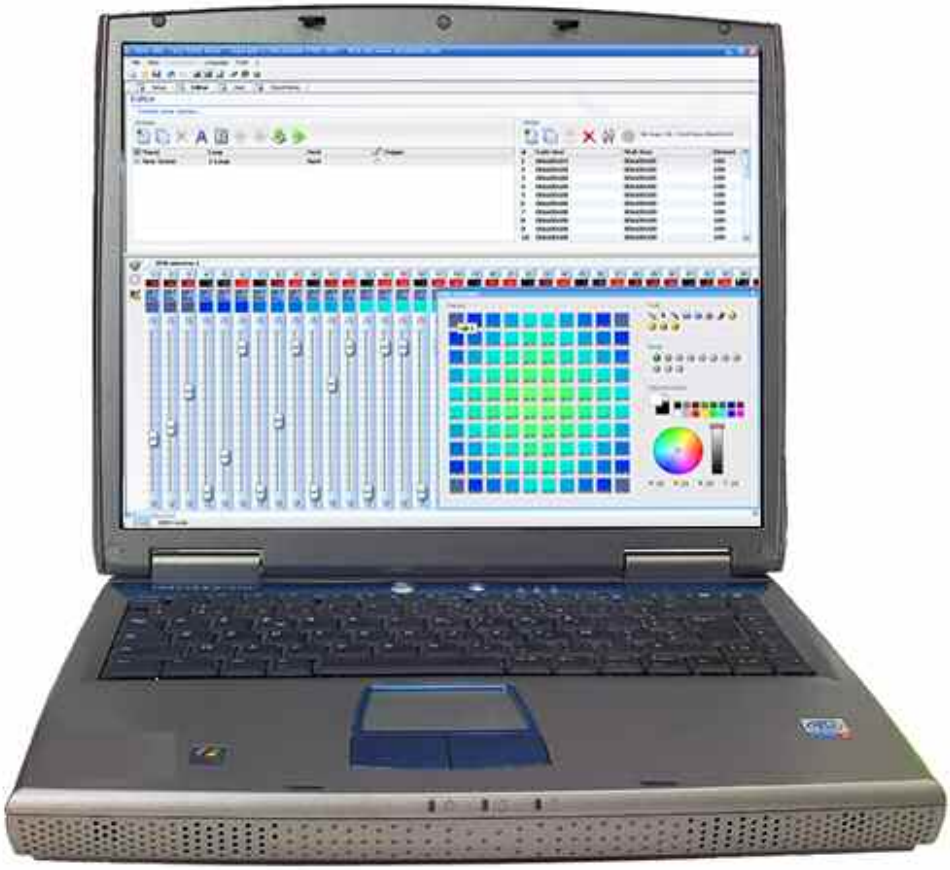
I Overview

Thank you for your interest in our Power CDI Commander (CDI) software. CDI was designed to be an extremely simple DMX controller, capable of controlling all kinds of intelligent fixtures (for example, robotic moving heads and scanners), but intended more to control architectural lighting (RGB, LED, etc).

You will find that it is possible to learn most features in CDI within a few minutes. The following manual provides a quick introduction to different tools found in the software. The manual begins with a short installation guide for both USB and IP/Ethernet interfaces. Then a step-by-step guide on how to add lighting fixtures, then program them, and finally writing these shows to memory follows.

With a little practice, we can assure you you will be creating very elaborate lighting shows in no time. You will be able to combine fading and waiting times within scenes, use color management tools for RGB fixtures, assign external triggering keys, and so on...

Have fun!



II Contents and installation

This package contains:

· "Step-by-step" manual
· Installation CDROM.
· DMX interface.

To be fully operational, this package should be used with a PC having the following features:

· Windows XP, VISTA, Seven (32 and 64-bit version)
· 800x600 screen resolution (1024x768 recommended)
· 512Mo Memory (1Go recommended)
· Clock frequency : 1 Ghz
· Microsoft DirectX 9.0 compatible video card to use Easy View 3D software

DMX 512 INTERFACE

This software follows DMX 512 protocol to control lighting fixtures. The DMX protocol, being the world standard, relies on "daisy-chained" or series cables to transmit information. Our interfaces have a 3-pin XLR-type connector. If your equipment uses 5-pin XLR, you will either have to purchase or assemble an XLR3/XLR5 adapter. If you decide to make your own adapter, make sure the connection is done properly (pin 1 to pin 1, pin 2 to pin 2…) to comply with USITT standards.
There are several interfaces compatible with the software. They are briefly described in the following chapters but more information are available in the Hardware manual.

2.1. USB DMX interface

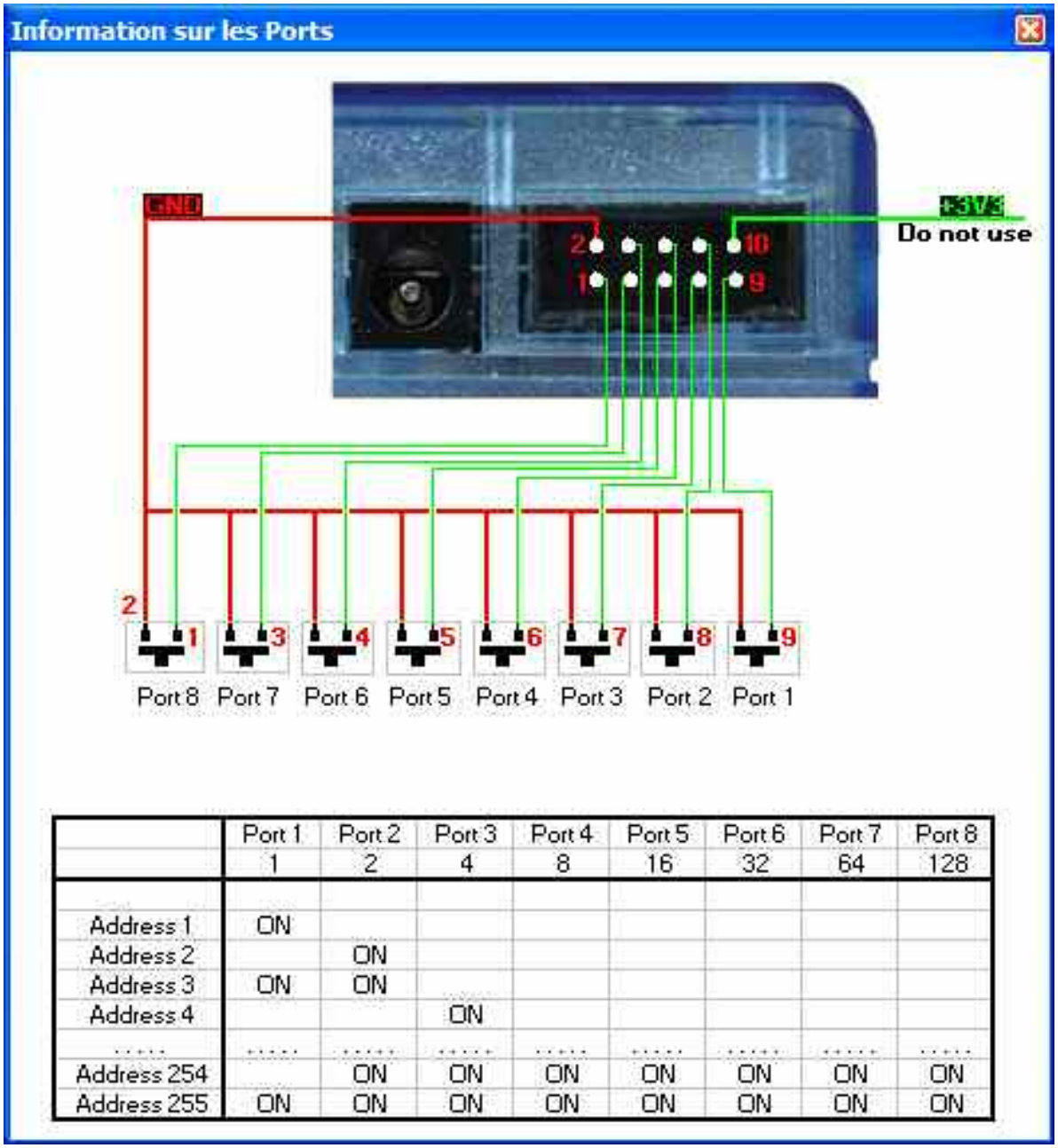
The interface can run up to 512 DMX channels in stand alone mode and every scene can be triggered by date/time or through the input ports.
The memory capacity depends on the total amount of stand alone DMX channels.

2.1.1. Installation

The interface must be connected to the computer through USB and requires the installation of its drivers. The software installation program copies the USB drivers on the system. Once the software is installed, connect the interface to the computer and Windows will launch the installation wizard.
Simply follow the instructions to install the interface.

2.1.2. Connections

The connection of the DMX signal is made to the XLR female connector. The 9V DC power supply must be connected to the rear power connector. Since the interface can be externally powered or through the USB cable, there is a button at the rear of the interface allowing to switch from external to USB mode.
This interface has 8 ports to trigger 8 different scenes. To use the input ports, you must create a connection between the Ground pin and the ports (see the picture below).



	Port 1 1	Port 2 2	Port 3 4	Port 4 8	Port 5 16	Port 6 32	Port 7 64	Port 8 128
Address 1	ON							
Address 2		ON						
Address 3	ON	ON						
Address 4			ON					
.....	.....	.....	.....	.....	.....	.....	.....	.....
Address 254		ON	ON	ON	ON	ON	ON	ON
Address 255	ON	ON	ON	ON	ON	ON	ON	ON

2.1.3. Buttons and display

The 2-digit display shows the interface state, 3 modes are possible:
- PC means the interface is under software control
- OF means the interface is not under software control and the stand alone mode is disabled
- 01, 02... means the interface is in stand alone mode and shows the scene number

There are 2 push buttons on the top of your interface with the following purpose:
- "+" calls the next stand alone scene
- "-" calls the previous stand alone scene
- "#" in addition with "+" and "-" enables do increase or decrease the global DMX level

2.2. IP DMX interface

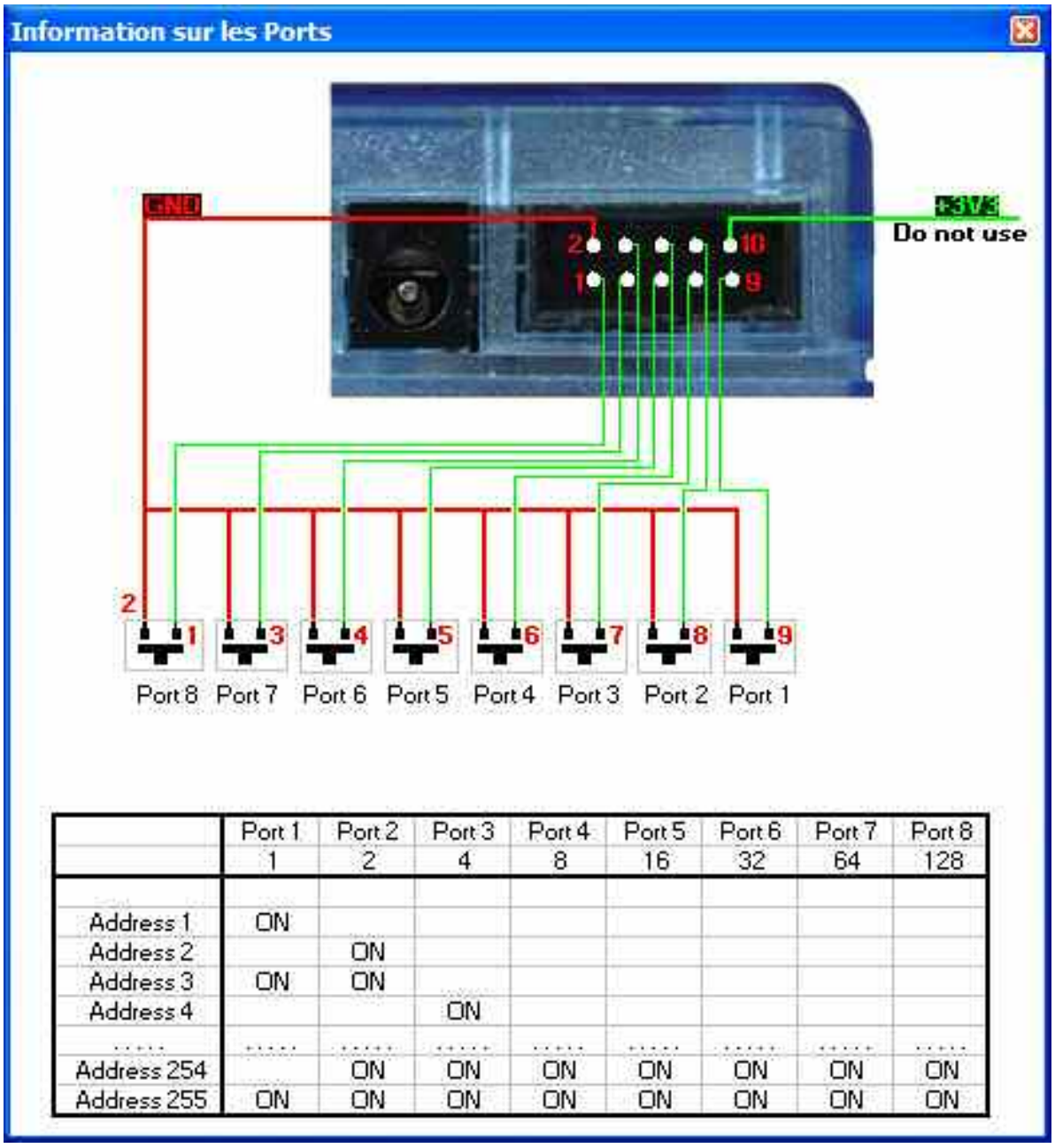
This is is our standard Ethernet-DMX interface. The interface can run up to 512 DMX channels in stand alone mode and every scene can be triggered by date/time or through the input ports.
The memory capacity depends on the total amount of stand alone DMX channels.

2.2.1. Installation

The interface must be directly connected to the computer through the Ethernet port or to an Ethernet hub/switch. The default IP address of the interface is 192.168.1.20, the address your computer must be in the same range in order to establish a communication.
You can browse the Hardware manual to see a detailed installation procedure.

2.2.2. Connections

The connection of the DMX signal is made to the XLR female connector. The 9V DC power supply must be connected to the rear power connector. The interface must be externally powered, there is now way to power it through the ethernet connector.
This interface has 8 ports to trigger 8 different scenes. To use the input ports, you must create a connection between the Ground pin and the ports (see the picture below).



	Port 1 1	Port 2 2	Port 3 4	Port 4 8	Port 5 16	Port 6 32	Port 7 64	Port 8 128
Address 1	ON							
Address 2		ON						
Address 3	ON	ON						
Address 4			ON					
.....	.....	.....	.....	.....	.....	.....	.....	.....
Address 254		ON	ON	ON	ON	ON	ON	ON
Address 255	ON	ON	ON	ON	ON	ON	ON	ON

2.2.3. Buttons

There are 2 push buttons on the top of your interface with the following purpose:
- "+" calls the next stand alone scene
- "-" calls the previous stand alone scene
- "#" in addition with "+" and "-" enables do increase or decrease the global DMX level

To reset the interface and get all default settings (IP address, password...) back, you must press and hold the '+' button while restarting the interface.

2.2.4. Using several interfaces to control more DMX universes

It is possible to link several interfaces on the same local network in order to create a multiple universes stand alone show. It is important to set the master and slave units. The master interface is used to trigger the whole system. By default. the master unit is the one with the lowest IP address.
Each ethernet interface is shipped with the same IP address (192.168.1.20) If you are using more than one ethernet DMX interface, you must connect the interfaces one at a time and change the interface IP address within Power CDI Commander (explained in the Hardware manual).

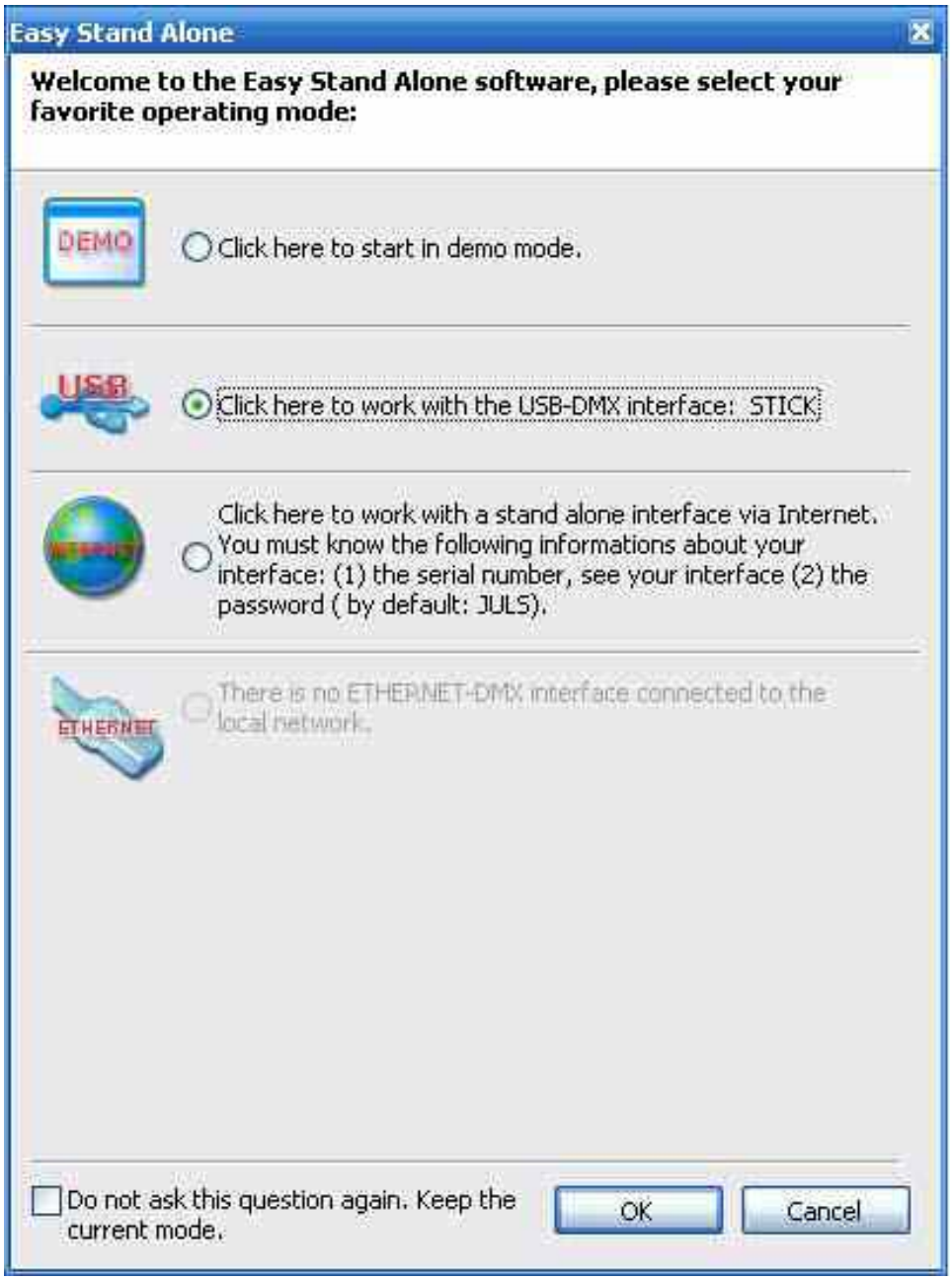
III Getting started manual

3.1. Step 1 - Starting the software

You must select the operating mode after starting the software.

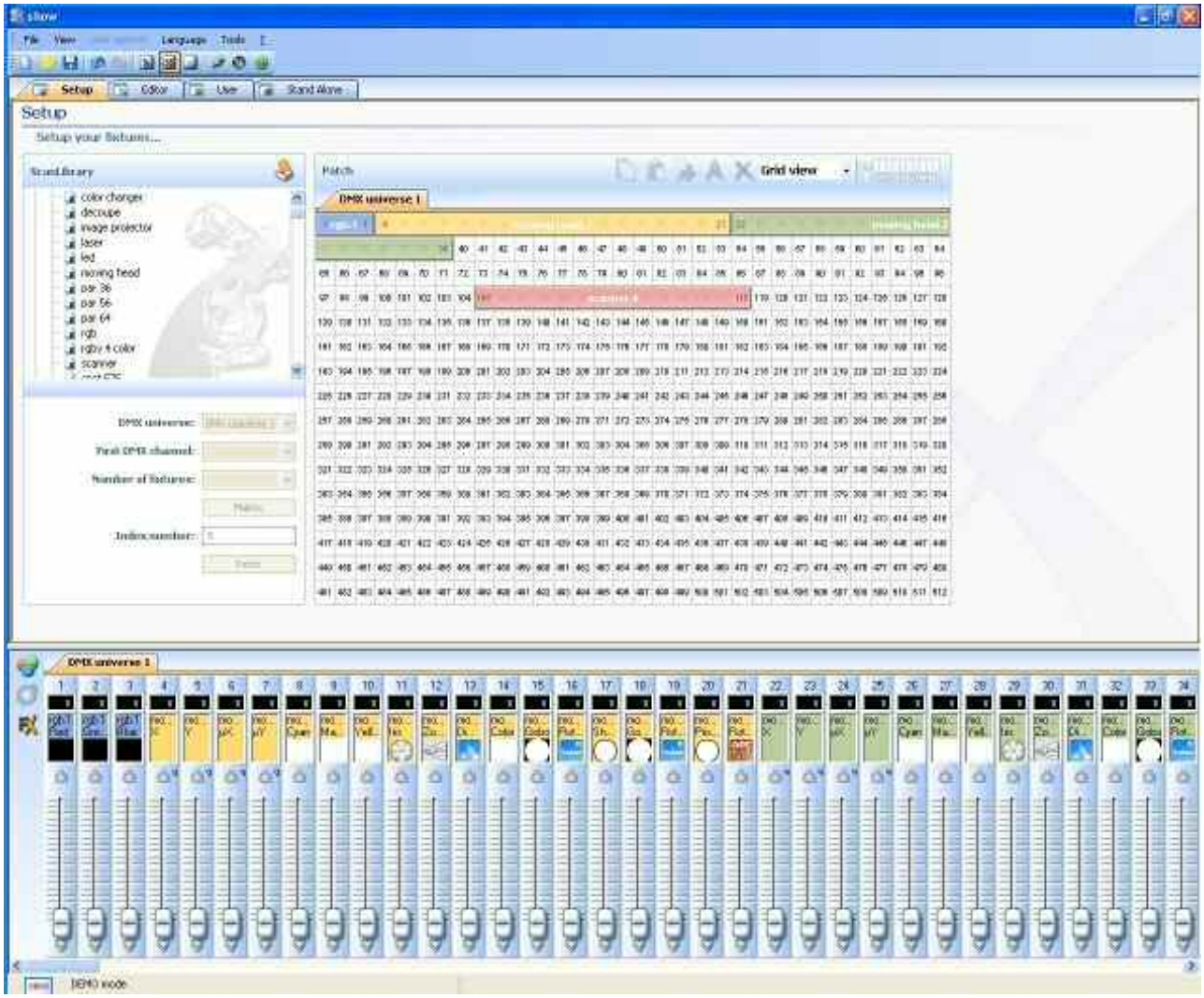
There are 4 operating modes:

· DEMO mode: there is no interface controlled by the software
· USB mode: if a USB interface is connected to your computer, you will be able to control it
· INTERNET mode: if your computer is connected to Internet and if you have an IP interface connected to Internet, you will be able to control this interface. You need its serial number and password to do so.
· ETHERNET mode: if an IP interface is connected to your computer or to the same local network , you will be able to control it


Easy Stand Alone
Welcome to the Easy Stand Alone software, please select your favorite operating mode:
DEMO
Click here to start in demo mode.
USB
Click here to work with the USB-DMX interface: STICK
Click here to work with a stand alone interface via Internet. You must know the following informations about your interface: (1) the serial number, see your interface (2) the password (by default: JULS).
ETHERNET
There is no ETHERNET-DMX interface connected to the local network.
Do not ask this question again. Keep the current mode.
OK
Cancel

3.2. Step 2 - Setup, add lighting fixtures

With a few clicks of the mouse button, you can set your traditional lighting channels as well as your scans, heads, LEDs...The software uses the ScanLibrary (a library of SSL-type fixtures) which is currently the best choice you can make and a guarantee of evolution over the next few years. The ScanLibrary editor is included and allows you to create your own library/profiles in just a matter of minutes.



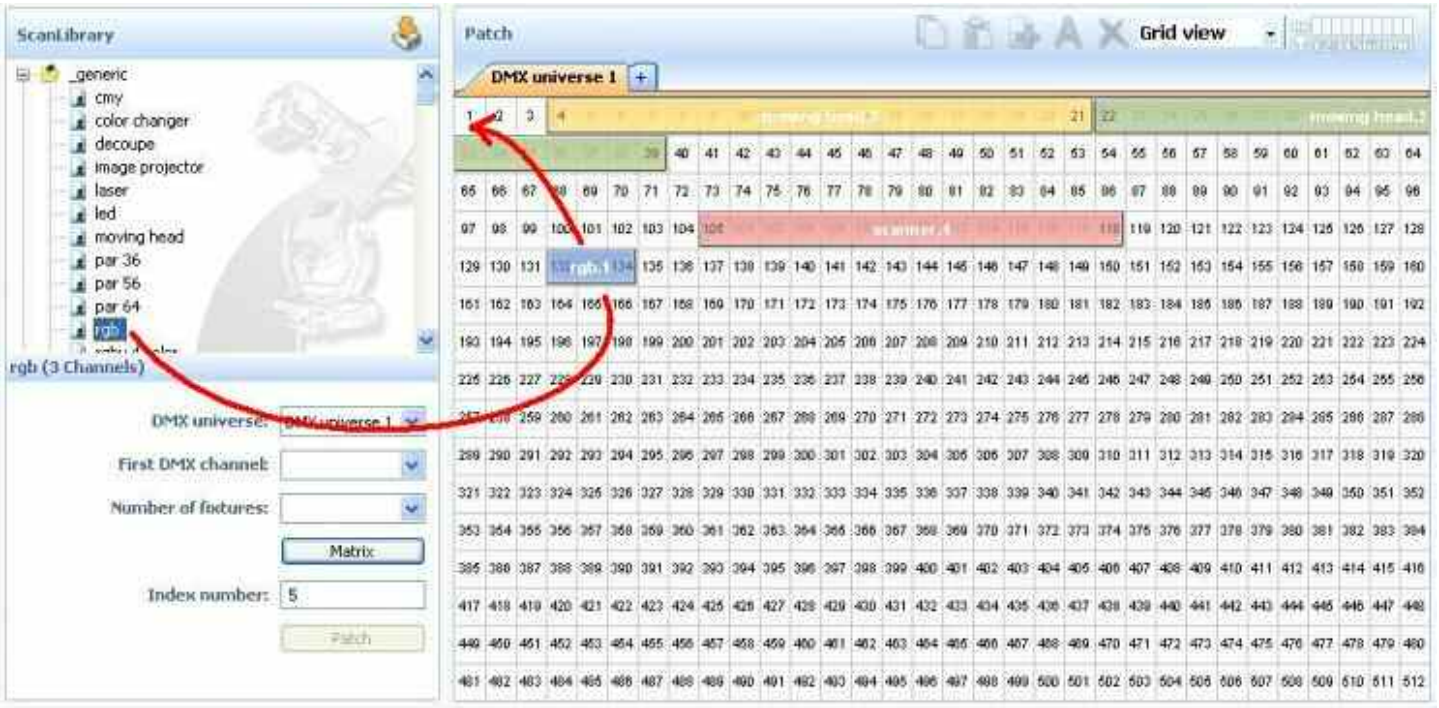
3.2.1. Select your lighting fixtures

Using the Scanlibrary menu on the left, you can select between thousands of lighting fixture profiles. Once you select the profile you want to add, underneath the list you will see options that allow you to:
- select the 1st DMX channel assiged to your fixture
- define the number of fixtures using the selected profile
- create a matrix of lighting fixtures (most commonly used with LED walls)

Once these options are defined, click the PATCH button.
Note: if you cannot see these options underneath the folder list, please find the fader to scroll down this window all the way to the right of your screen, beside the DMX map area.

3.2.2. DMX map

As you patch your lighting fixtures, you will see them being added into the DMX map on the right.
If you ever want to change the DMX address of a fixture, you can drag and drop the desired fixture into the new address.
You can also drag and drop fixtures directly from the Scanlibrary folders on the left into the DMX map.



3.2.3. List View - Advanced options

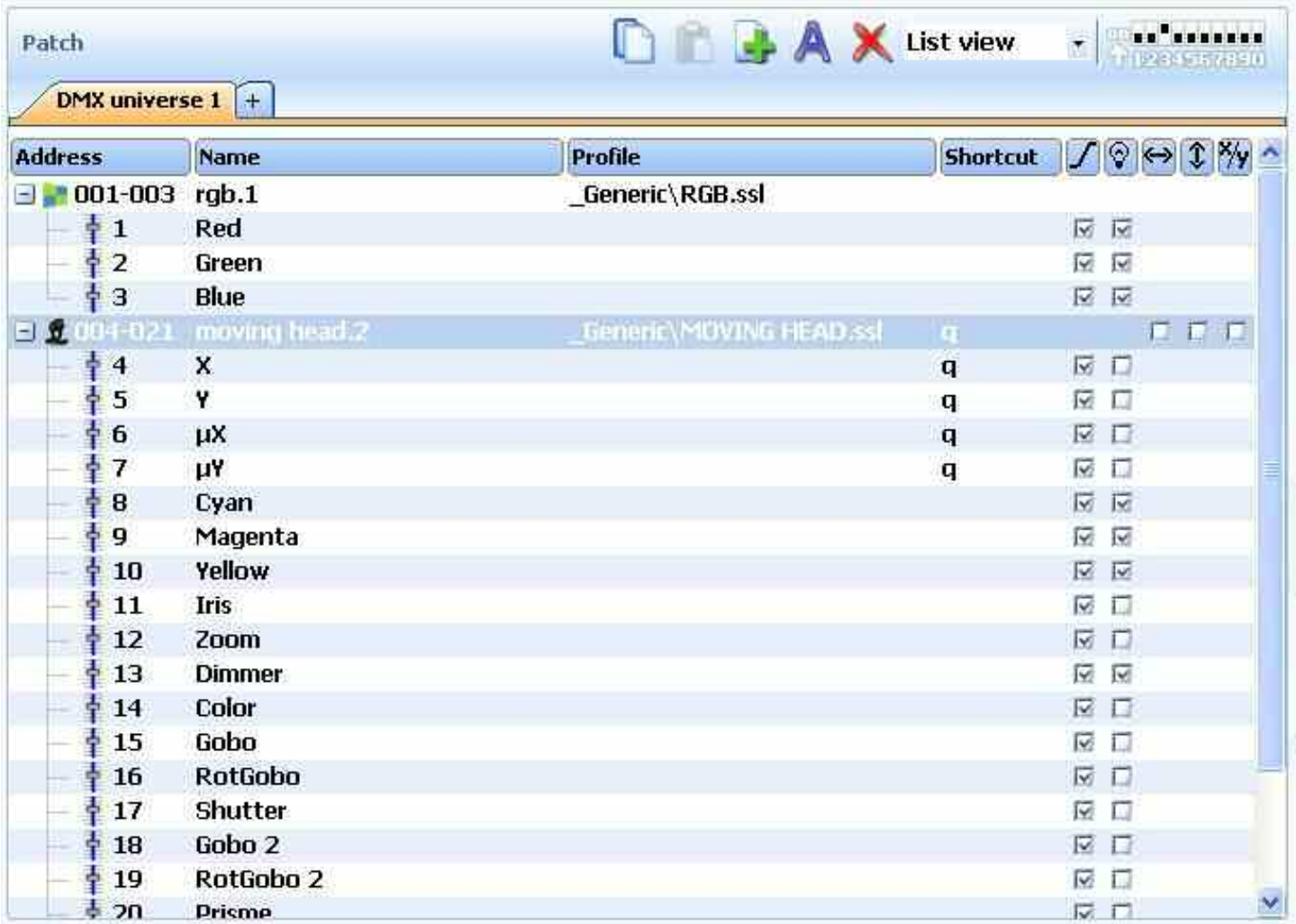
Above the DMX map area you will see a pull down menu, with the option "Grid View" selected. Change this to "List View" to access some advanced fixture configuration options like:

- channel shortcut keys
- to control channels directly with the computer mouse at any time by holding any key on your computer keyboard, you can change them at any time by clicking on the corresponding Shortcut area for each channel.

- enable channel fade
- if not selected, the fade time between 2 steps or scenes will not affect the corresponding channel (very useful for Gobo channels, for example, where you want only the position to fade slowly, but the gobos to change quickly)

- enable Stand Alone dimmer
- if your interface has internal memory and 3 external buttons, you can press and hold the 3rd button [arrow] along with either the [+] or [-] buttons to adjust the dimming level

- invert Pan/Tilt, swap Pan/Tilt
- each of these options allow you to invert Pan/Tilt control, or swap Pan with Tilt, ONLY when they are being controlled using the keyboard shortcuts and mouse described above.



3.3. Step 3 - Editor, creating scenes

Creating scenes can be carried out very easily. For each scene, the software allows you to determine any number of steps. Each of these steps has a fade time (slow transition between steps) and a wait time (time that any particular step will stay before starting the transition to the next), both of which can be defined. By creating several steps in sequence, you can build a dynamic scenes. It is also possible to define the number of loops (repetitions) for any specific scene, as well as the proceeding scene after this number of loops has been met.

3.3.1. Structure of a "show"

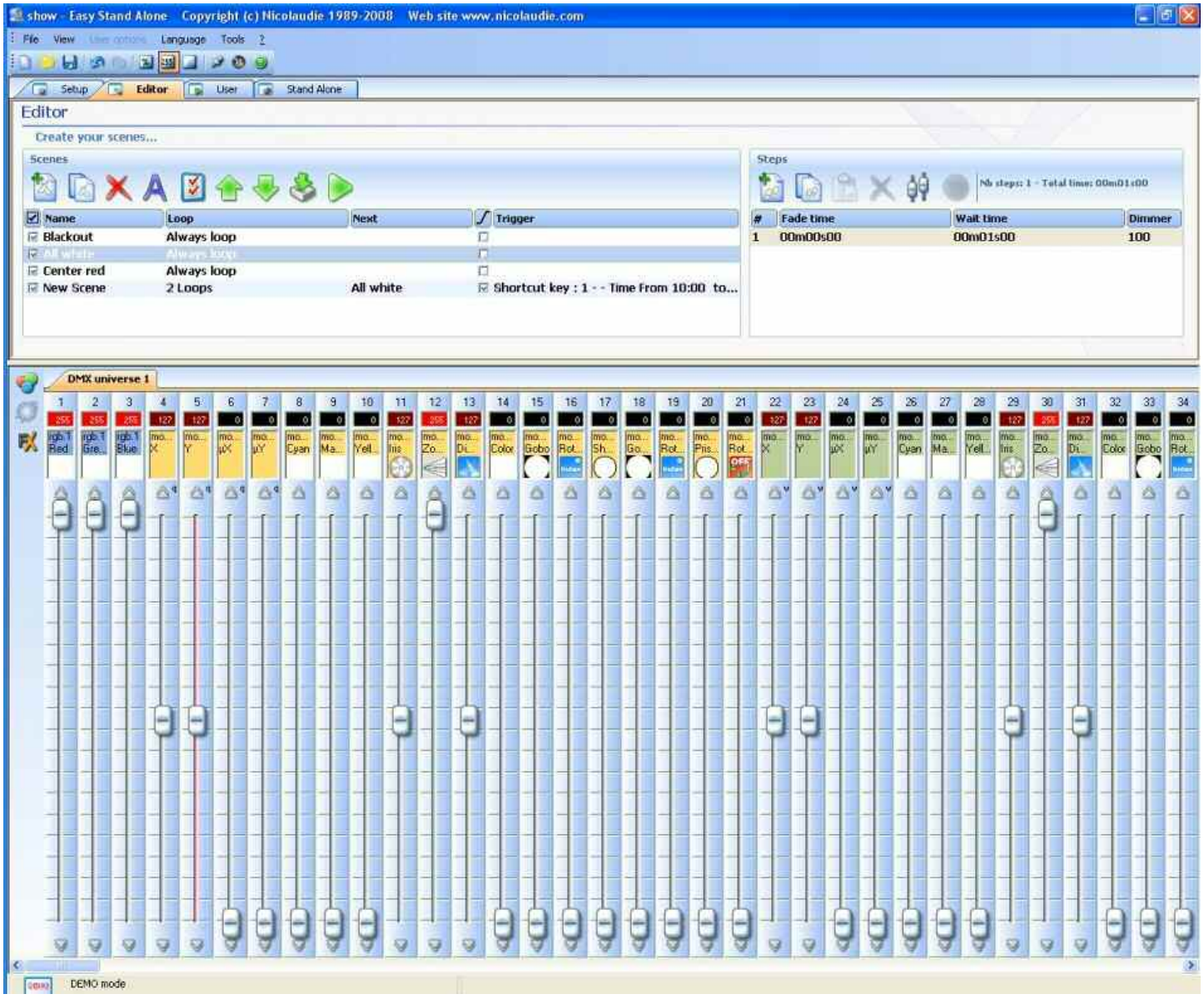
- A show can include up to 255 scenes.
- Each scene can include up to 1,000 steps.
- Each step is provided with fade time and wait time which can vary from 0 to 43 minutes (resolution: 0.04 seconds).

Since each show is saved as an individual file, the number of shows is unlimited. Save each "show" into a specific document (Myshow.dlm, Show23.dlm…)

3.3.2. Creating scenes

Each scene includes a number of steps which will fade into each other sequentially. Each step represents an "snapshot" for all the DMX channels, for which a fade time and wait time can be determined. For instance, if you wish your lights to:

· show a static color, only one step is necessary in the scene
· change between 6 colors, then 6 steps are necessary
· transition slowly between colors, then your fade time should NOT be zero
· keep a particular color constant, then your wait time should NOT be zero


show - Easy Stand Alone Copyright (c) Nicolaudie 1989-2008 Web site www.nicolaudie.com
File View Language Tools ?
Setup Editor User Stand Alone
Editor
Create your scenes...
Scenes
Steps
Name Loop Next Trigger
Blackout Always loop
Center red Always loop
New Scene 2 Loops All white Shortcut key : 1 - - Time From 10:00 to...
Fade time Wait time Dimmer
1 00m00s00 00m01s00 100
DMX universe 1
DEMO mode

3.3.3. Scenes

The list of scenes is located on the upper left-hand corner of your screen, inside the Editor area.
The icons above the list, from left to right, allow you to:

· create a new scene
· copy a scene
· delete a scene
· rename a scene
· assign triggers
· change scene order within the list
· import Easy Step scenes from the 2006 software
· play the selected scene

3.3.4. Loop

Each scene can be defined to repeat (loop) a certain number of times. The default value is "Always Loop", which can be changed by double clicking on it and then selecting the desired number from a pull-down menu.

Next
If a scene is set to loop only a certain number of times, it is possible to assign a different scene to follow, once the loop count is over (this allows you to create elaborate shows without wasting memory space). This "Next" scene can be defined by double clicking on the empty space to the right of the loop count for each scene AFTER the loop count is defined.

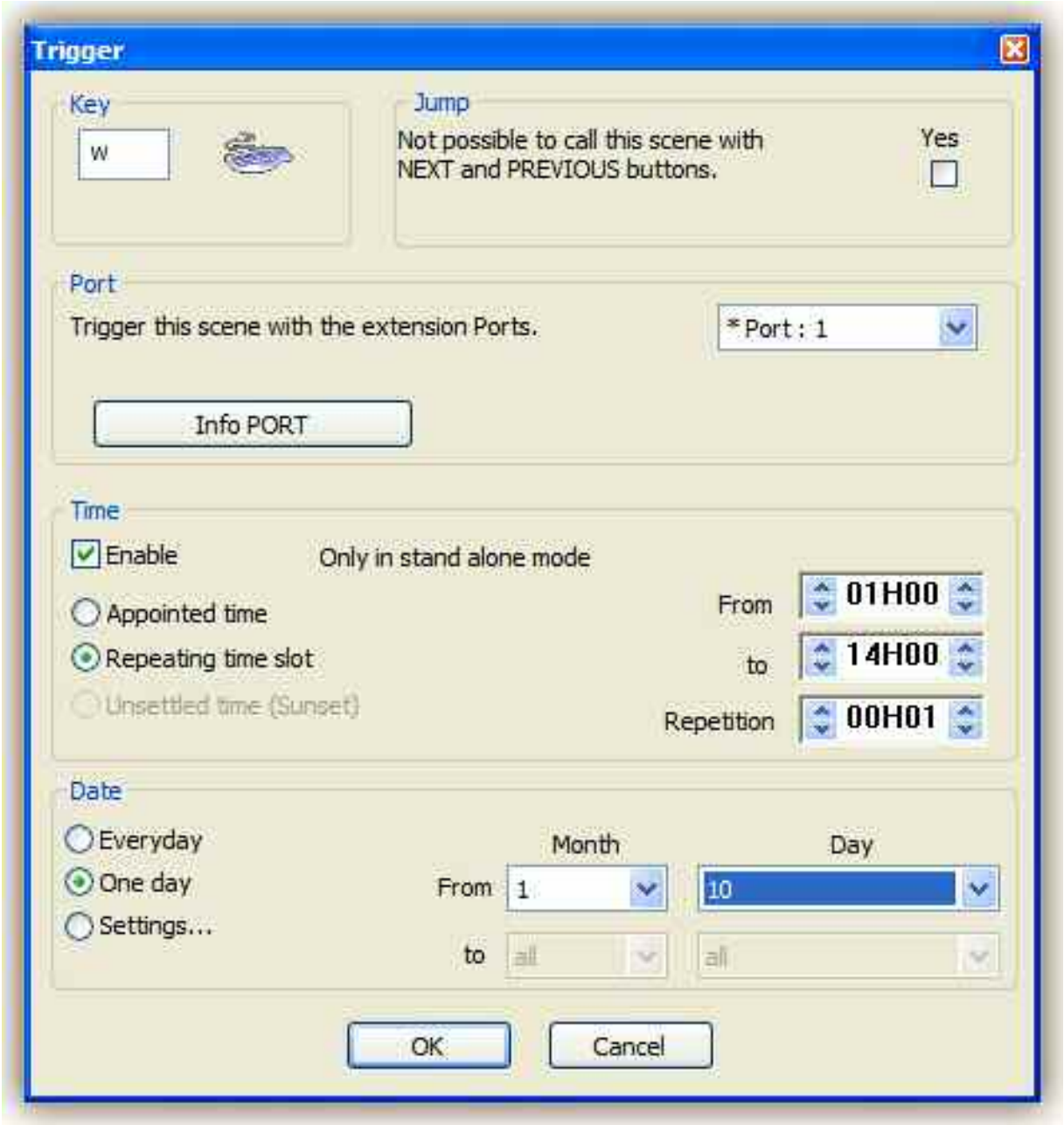
3.3.5. Fade

The "Fade" checkbox for each scene determines whether the selected scene will have a "fade in" time once it is activated, or not. For example, a "blackout" scene can be selected, but the effects of instantaneously shutting off all lights, and that of slowly turning them off, are very different. By selecting the "Fade" checkbox for any particular scene, the fade time for Step 1 will be taken into account before the scene starts.

3.3.6. Trigger

There are several ways to trigger your scenes:
- through computer keyboard shortcuts (in the User screen)
- through the I/O ports (simple dry contact closures, easiest way to integrate with home automation systems)
- using the interface's internal clock and calendar

All of these can be defined from the "Trigger" window, accessible by double clicking on the "Trigger" area for each scene.



Example: I want to trigger my scene at 12:00am on January 1st:
- enable the Time option
- select "Appointed time" and 00H00 in the "Time" box
- select "One day" from the "Date" area
- From: select “1” for Month and “1” for day

It is important to understand that the only way to stop a scene is to start a new one.
I want to trigger my scene every 30 min from 9:00am to 5:00pm, from Monday to Friday:
- enable the Time option
- select “Repeating time slot” from the “Time” area
- select 9h00 for “From”
- select 17h00 for “to”
- select 0h30 for “Repetition”
- select “Settings” from the “Date” area
- From: select “All” for Month and “Monday” for day
- to: select “All” for Month and “Friday” for day

3.3.7. Steps

A list of the corresponding steps for each scene can be found on the right-hand side of your screen. The steps displayed will be those of the scene currently selected.

The icons above the list all have specific functions. From left to right:
- create new step
- copy current step
- paste on new step
- delete step
- set DMX levels for any selection of channels in the selected step
- record DMX input (only available if interface has DMX IN connector)

Each step has 2 sets of numbers associated to it: fade and wait times. Fade is the time it takes to slowly transition between 2 steps. Wait is the time a particular step is held in place, after the fade time is over. To modify either time, double-click on the corresponding numbers (00,00,00 correspond each to minutes, seconds, hundreths of a second) which will display 3 pairs of arrows to increase/decrease each time.

If you wish to modify the DMX values of several steps at the same time, or delete a selecting of steps, hold down CTRL and select the steps you want to modify or delete. To select a range of steps, select the first step in the range, hold shift and select the last step in the range.

3.3.8. Channel Faders

The vertical faders at the bottom of your screen correspond to the DMX level for each channel. There are several ways to modify these levels:
- drag a channel-fader with your mouse
- if the channel has been assigned a keyboard shortcut from the Setup screen, hold this key and move the mouse
- if the channel has presets (e.g. : gobos, colors...), right-click on the channel name and make a selection from the pull-down menu
- you can set several channels simultaneously using the "Set levels" button above the Steps list
- if the fader is a color mix channel (RGB or CMY), right-click on the color box to open the Color Manager window (explained in the Advanced features chapter of this manual).

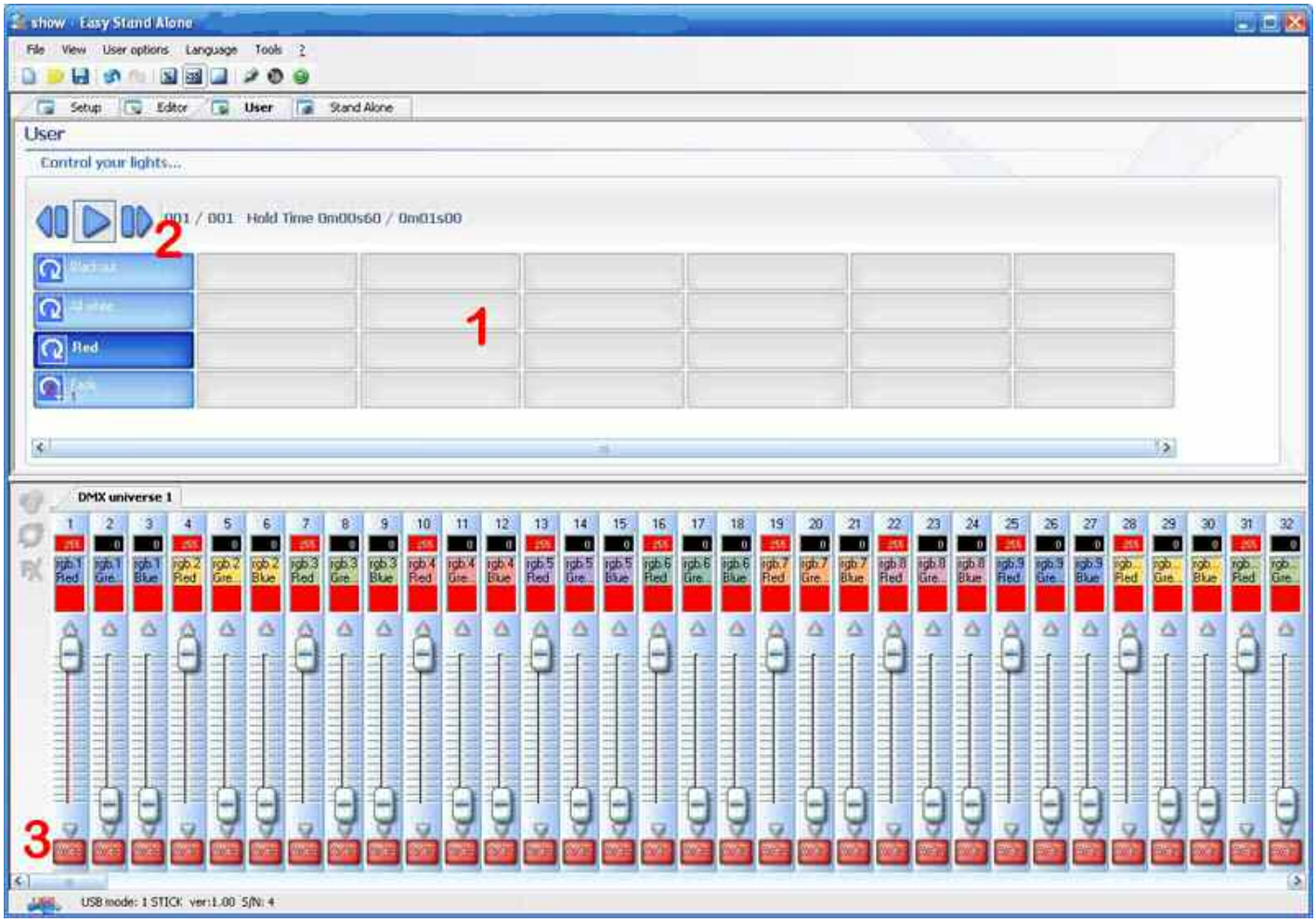
If you want to set the DMX levels of several channels simultaneously using your mouse, you can:

- Hold the CTRL key on your keybard while selecting the faders you want to use. As long as you hold the CTRL key, as you move the last fader all previously selected faders will move as well.
- Select a channel, press and hold the SHIFT key and then select a second channel. This will select all the channels in between
- If you have several identical lighting fixtures and you want to control the same channel for all fixtures, you can select the corresponding fader for the first fixture, then press and hold the SHIFT key, then move THE SAME fader already selected. As you do this, you will see all channels with the same function move together.

Note: By using 2 monitors in "extended desktop" mode. You can stretch the application across both monitors allowing you to see more faders in SETUP mode and more buttons in USER mode.

3.4. Step 4 - User, live playback using your computer

If you wish to control your lights via a computer, then you can trigger off scenes with the mouse or the keyboard while visualizing the channels. At any time, you may decide to manually control some channels (either in HTP or LTP) by directly operating the corresponding cursors.



1 - Button-area

Each button represents a "scene" which can be activated with the mouse. If the button is pressed, then the scene is activated. Each button is also used to visualize the number of loops and various triggerings (keyboard key or port input).

2 - "Previous", "Next" and "PLAY CYCLE" functions

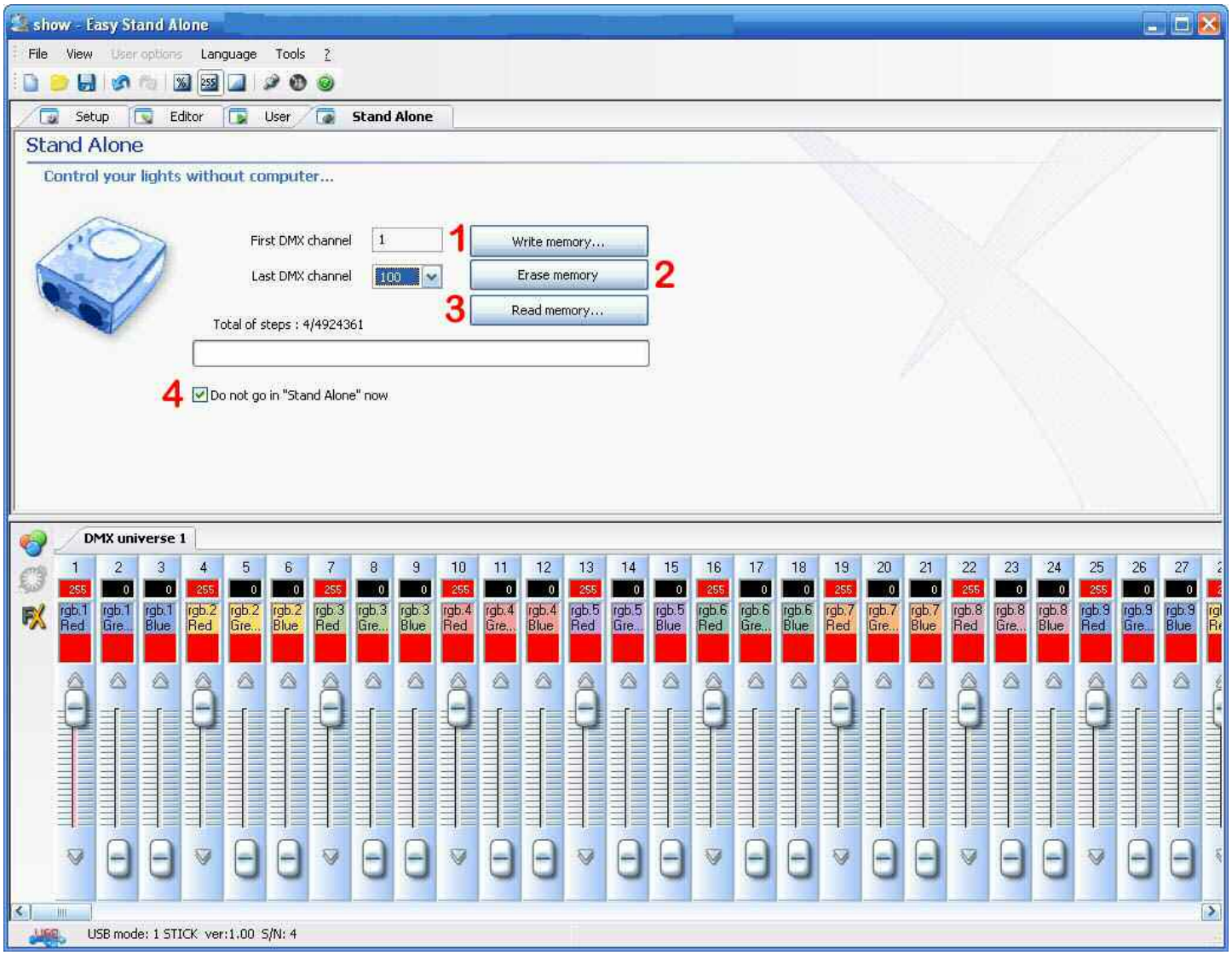
By clicking here, you can trigger the previous or next scene in accordance with the order made into the editor. You can also activate "Cycle" mode which enables you to automatically go from a scene to the next one. Of course, this mode can only apply on "go automatically to next scene" scenes.

3 - AUTO/LTP/HTP functions

By clicking here, you may manually control the different channels. 3 modes can be used:
- AUTO : the channel works automatically on the current scene. The manual cursor is de-activated.
- LTP : the channel is in "Latest Takes Priority" mode, the level is that of the cursor. The current scene has no effect on the channel.

3.5. Step 5 - Stand Alone mode

If you would rather control your lights without any computer, in a few seconds you will be able to store your scenes into the box to activate Stand Alone mode. Depending on the DMX interfaces, starting scenes can then be carried out in sequential access by using "previous" and "next" on the box.



1 - Write memory

It is now possible to write scenes into the memory of the box. If you wish to test in Stand Alone mode without quitting the software, it is necessary to uncheck the box labelled "Do not go in Stand Alone now" (4). The number of channels available in Stand Alone mode depends on the DMX interface (between 60 and 1024).

2 - Erase memory

You can delete box-memory, Stand Alone mode will then reset all the channels to ZERO.

3 - Read memory

You can load a show from the memory of your interface. The loaded show won't have any patch information, you will have to create it if you ever need it.

4 - Do not go in "Stand Alone" now

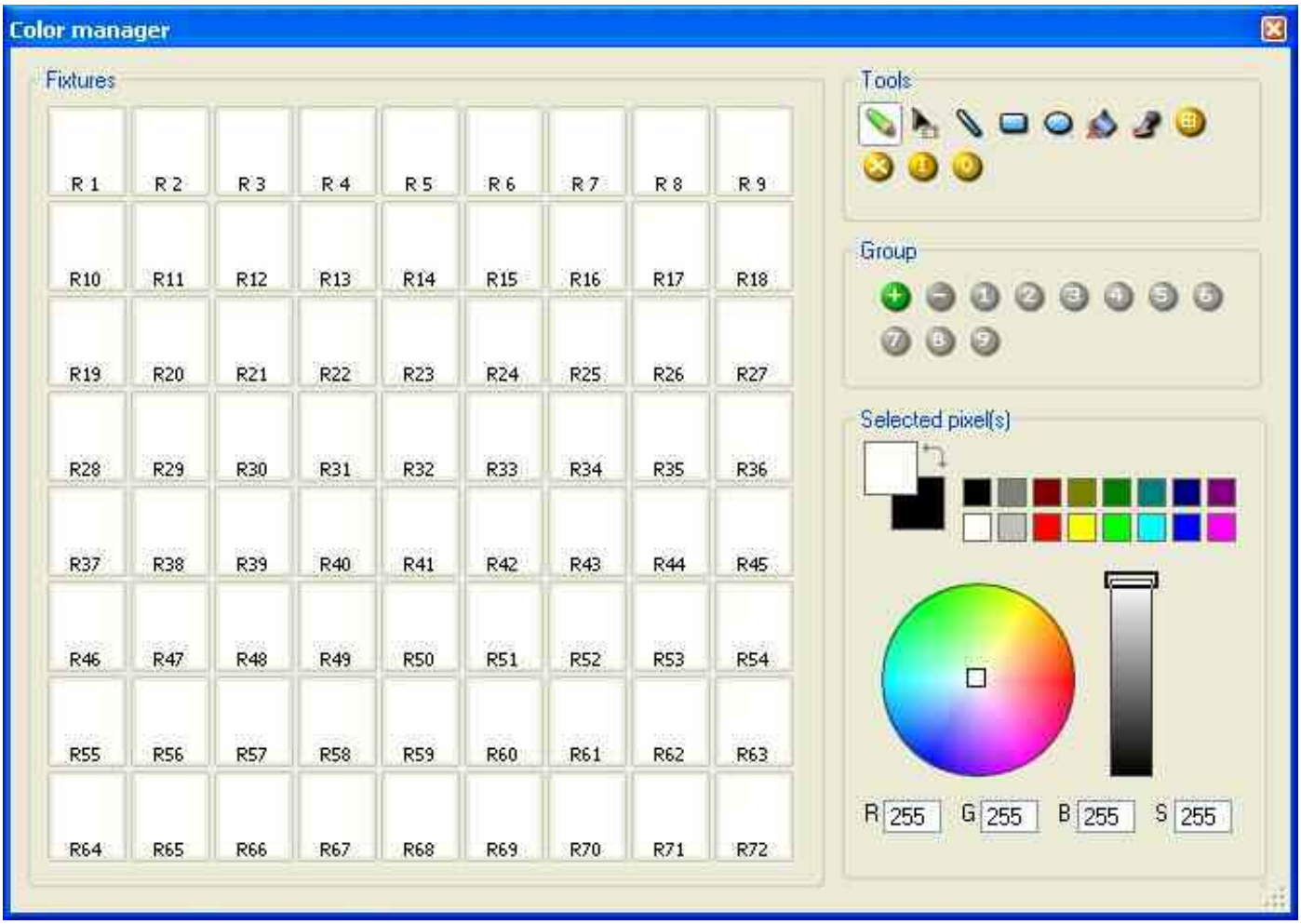
You can test the stand alone mode without turning the sofware off by removing the check in this box. As long as there is a check, there will be communication between the software and the interface.

Caution: If 2 scenes (located on 2 different pages) use the same DMX channels, the priority between them follows the alphabetic order (A has the priority, then B and so on...).

IV Advanced features

4.1. Color Manager

The "Color Manager" tool is a color editor for RGB or CMY fixtures. It allows you to create both static and dynamic color sequences very easily. To open "Color Manager", right-click on the color box above any RGB/CMY channel in the Editor screen.



4.1.1. Tools

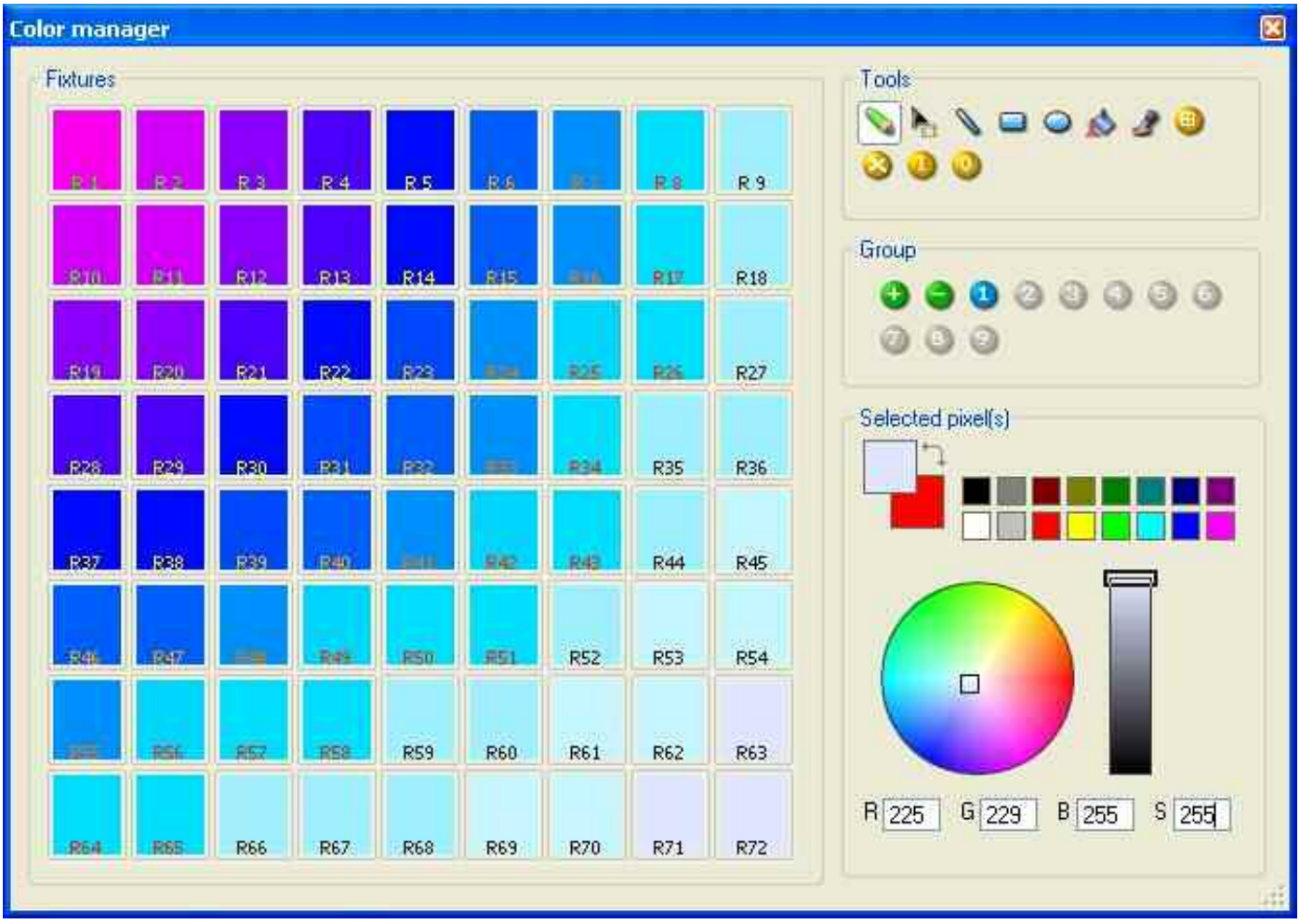
The standard tools are situated in the "Tools" area of the Color Manager window. From left to right:
- Pencil: assign the selected color to the fixtures
- Select: use it if you want to maintain a selection of fixtures throughout numerous steps
- Line, Rectangle, Circle: if you created an RGB matrix, you can draw lines, rectangles, or circles using the selected color
- Paint bucket: change the color of all fixtures that already have the same color
- Pipette: pick any color already added into a fixture
- Select All: select all fixtures
- Unselect All: remove fixture selection
- Invert: inverts the selection of fixtures
- Uneven selection: selects only unevenly numbered fixtures

4.1.2. Group

Using this section, you can add up to 9 groups of fixtures for easy access.
Select your fixtures using any of the above mentioned tools, then click on the [+] button to add a group. You will see the corresponding number change color on your screen.
To access this group, simply press the highlighted number from this Group area.

4.1.3. Selected pixel

This tool allows you to define the color of all selected fixtures (if any).
You can select any of the common colors from the boxes, or define a specific color using the colorwheel or Red/Green/Blue/Saturation values at the bottom.
You can right-click on any of the common colors, to assign them into the second color selection box.
You can then paint a fixture using this second color by right-clicking on it using the Pencil tool.

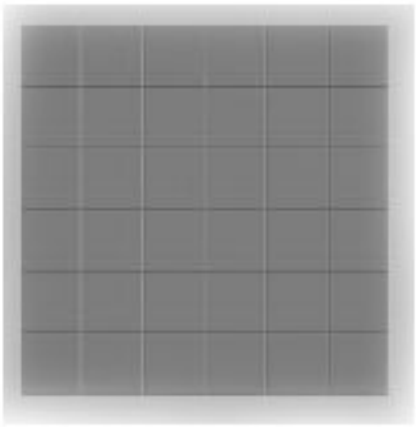


4.2. Effect Manager

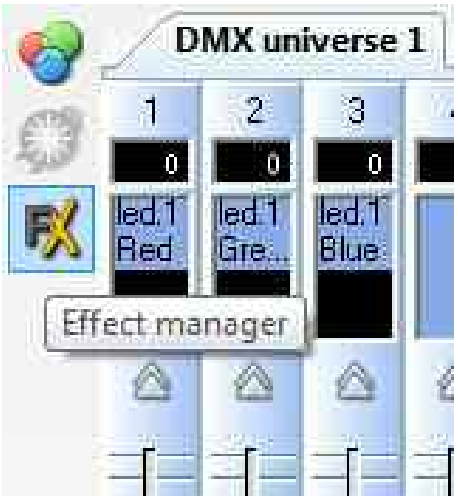
4.2.1. Overview

The Effect Manager is an extremely powerful tool which allows you to easily create stunning effects with your lights without having to go through the laborious process of programming each individual step and scene.
Once you have created your effect with these simple to use tools, you just need to click "generate" and the software will automatically create the steps required.

The Effect Manager adapts it's self depending on the fixtures you are using. To demonstrate the capabilities this tool, we'll start by using a matrix of generic RGB LED colour mixing fixtures.



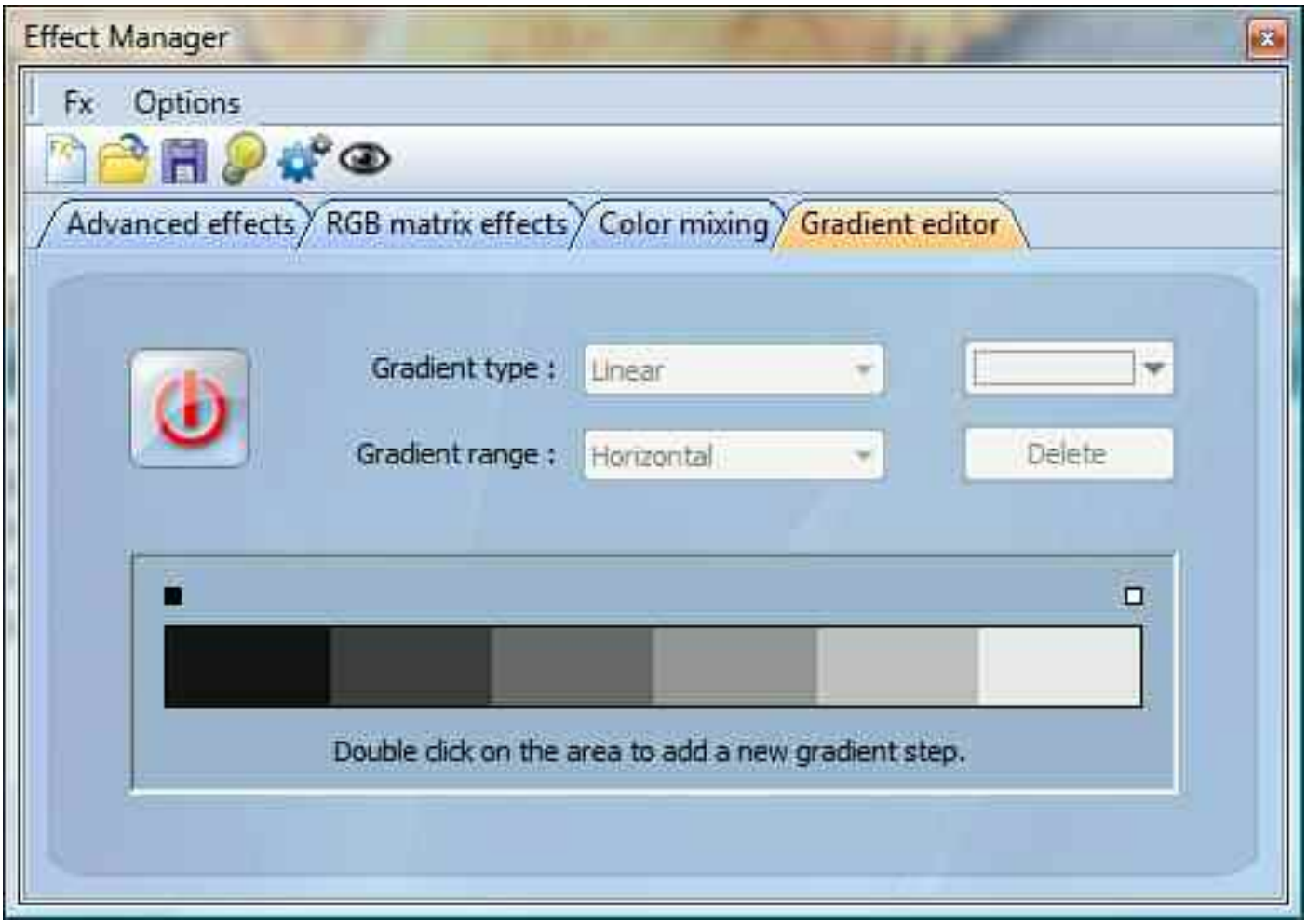
To access the effects editor, simply select the scene which you wish to apply the effect to, then click the FX button.



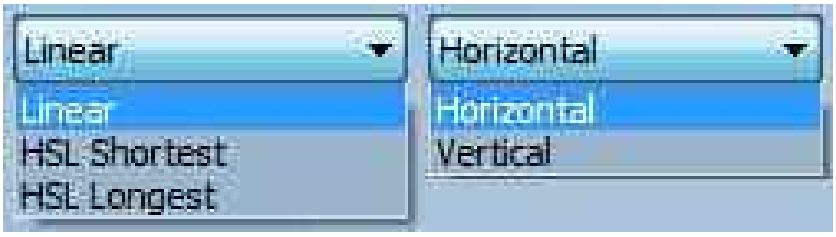
Effects can be saved for later use and reopened in other scenes.

4.2.2. Gradient Editor

The gradient editor allows you to create many complex staticgradients



To switch the editor on, click on the red button and select a gradient type and range.



Editing the colour of a gradient

In this example we have created a fade between blue and green.
Select the colour you wish to edit.

Choose your colour from the dropdown box.

Changing the length of a gradient

Here we see an even gradient between blue and green. You may wish for the gradient to be long at the beginning and then short. To achieve this, we can create a gradient step by double clicking on a particular part of the gradient. A point will then appear. You can drag this point along to change the gradient.

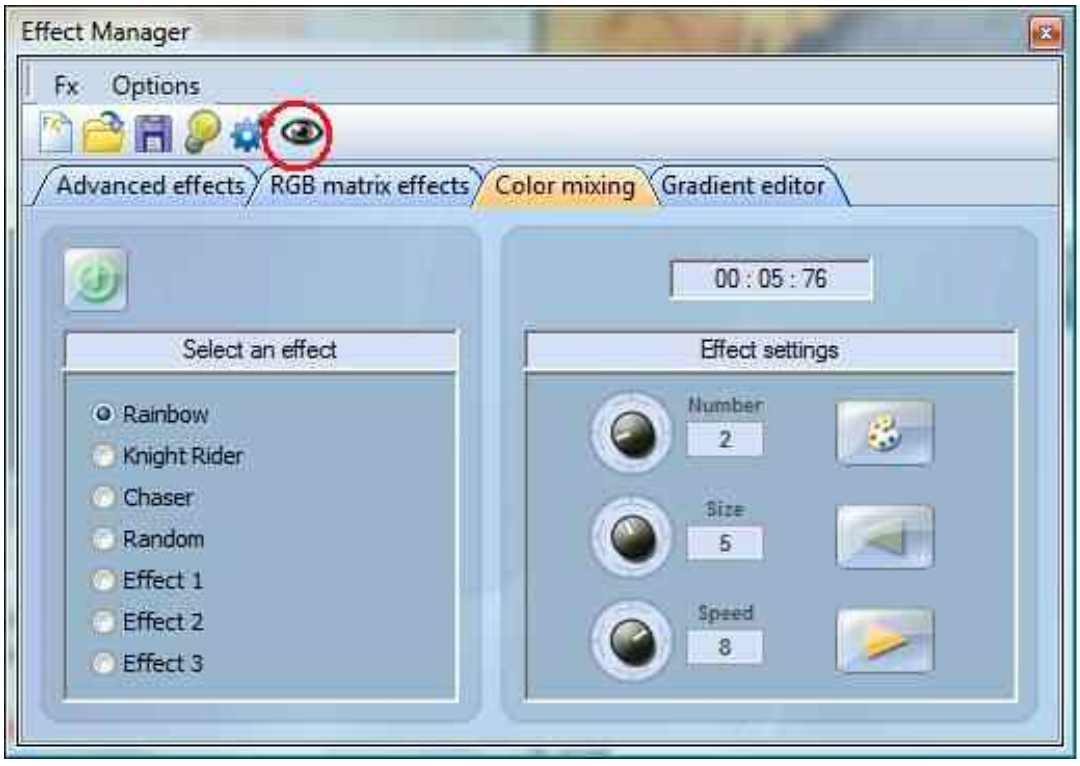
Adding a colour to a gradient

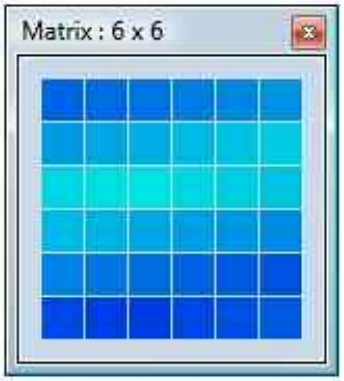
You can use the points to add multiple colours to the gradient. For example, we may want the gradient to fade from blue to white, and then from white to green. This can be achieved by selecting the point and changing the colour from the dropdown box.

If you are unhappy with the points added, simply select the point and click the "delete" button. Remember to click generate before closing the effect manager.

4.2.3. Color Mixing

The colour mixing tool is the easiest way to create complex colour effects. Firstly switch the tool on and select an effect. Click the preview button to see how your final effect will look.





You can vary the size, speed and direction of the effect as well as changing the colours used by clicking the pallet icon. You can also change the number of colours used.
Remember to click generate before closing the effect manager.

4.2.4. RGB Matrix Effects

Colour Effects

This tool has been specifically designed for the use with a matrix of LED panels. To get started, click the "+" button to add a layer. The layer name can be changed by double clicking it and there are several layer types available, the most basic being colour. The colour can be changed by clicking the pallet. Moving shape effects can also be created by selecting "effect" from the dropdown box.

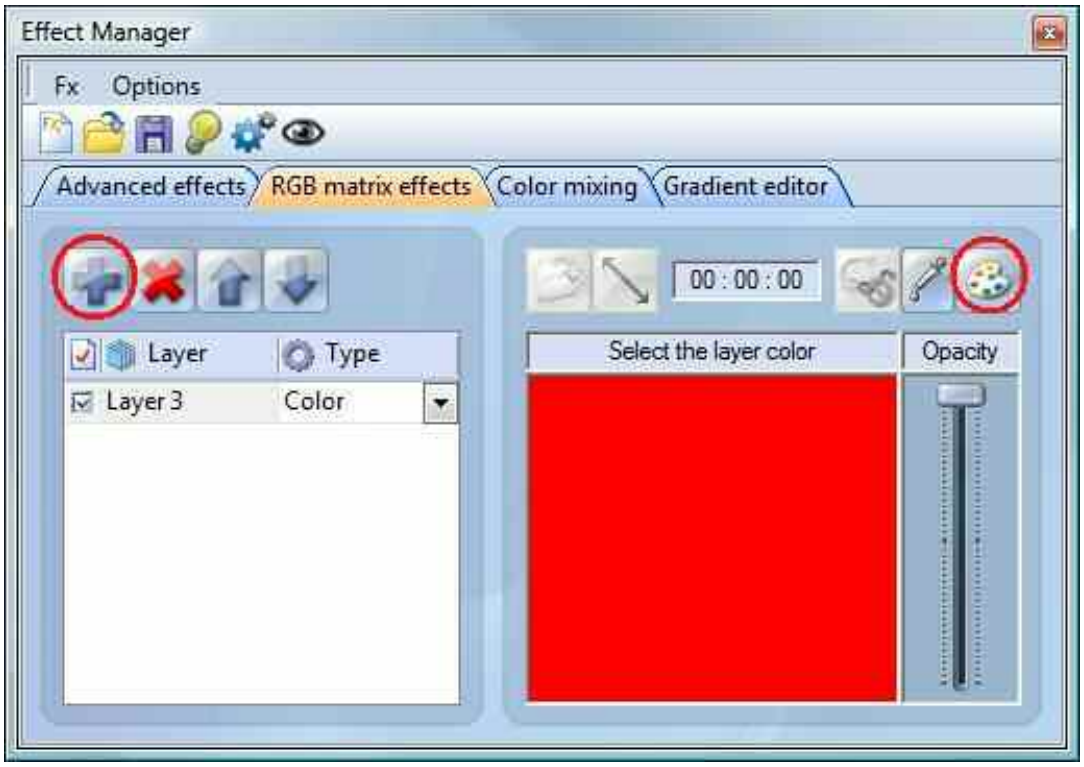
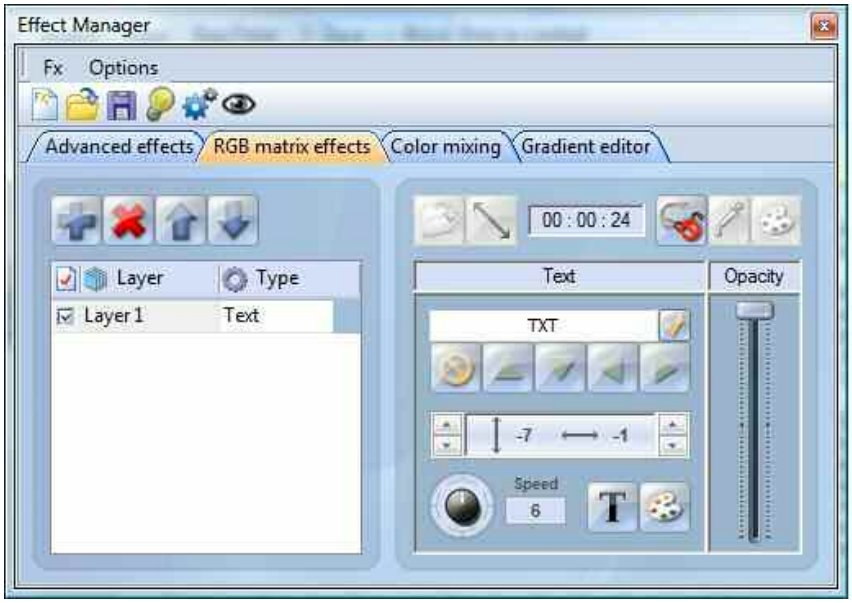


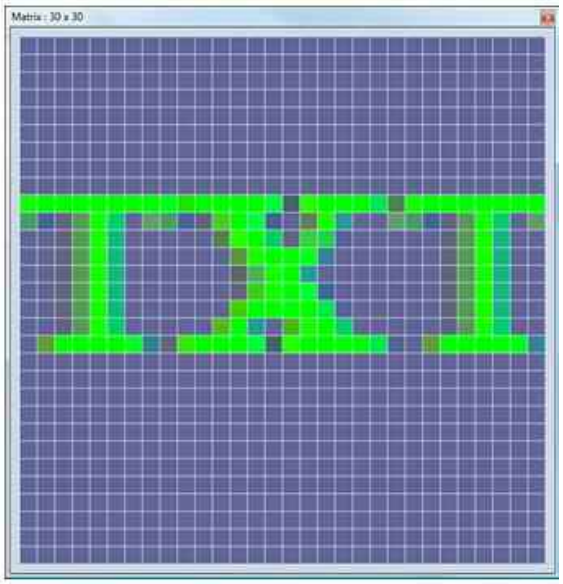
Image and Video

The effect manager is capable of reading a jpg, bmp or gif image and interoperating this on an LED matrix. Select picture from the "type" dropdown box and load your photo. You can choose to stretch your photo filling up the full matrix, or to keep its original proportions. If you wish to go a step further, AVI video can also be played.

Text

Selecting "Text" in the dropdown box opens the text editor. Here you can enter a piece of text and choose where to place the text on your LED matrix. You can also scroll the text by clicking on one of the 4 arrows and adjusting the scroll speed. Clicking the "T" button allows you to change the font. To change the text colour and background, select the colour pallet.





Remember to click generate before closing the effect manager.

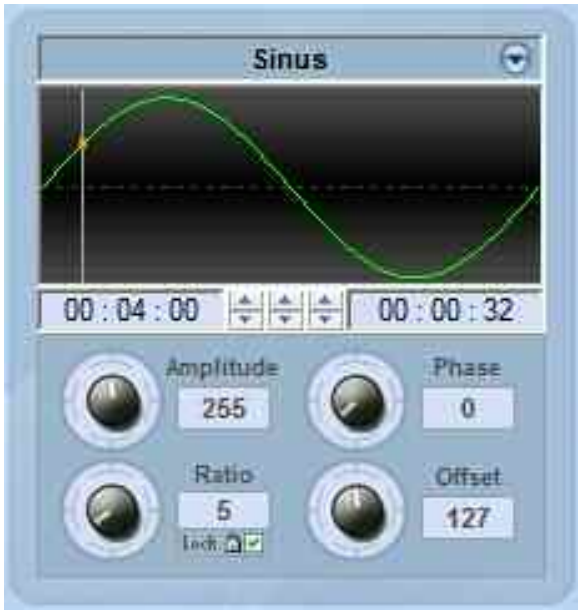
4.2.5. Advanced Effects

This tool allows you to have more control over the individual channels of your fixtures and is extremely usefull with moving heads and scanners aswell as LEDs. To demonstrate the advanced effects section, we will insert 8 generic moving head fixtures. You will notice that when inserting the moving head fixture, the effect manager interface adapts itself. The new fixtures channels are displayed and the "RGB matrix effects" tab is replaced with a "Pan/Tilt effects" tab.

Firstly, you'll need to click "light beam on". This sends a message to all the relevent shutter/iris/dimmer channels to show the light beam.

Select the channel you wish to apply your effect to. Here we have applied an effect to the dimmer channel.

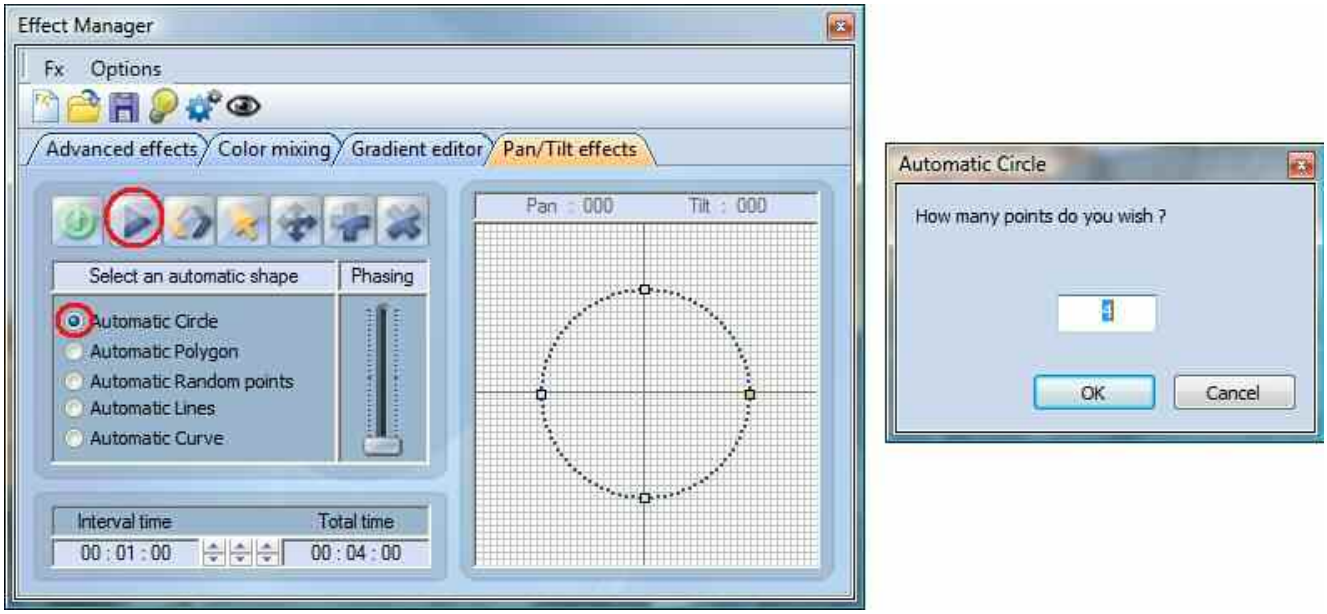
Next, choose a waveform from the dropdown box, here we have chosen a sinus wave. You can preview your scene in real-time using the 3d Visualiser. Adapt the wave settings and choose if you wish to have all your fixtures synchronised or phased, then click "generate".



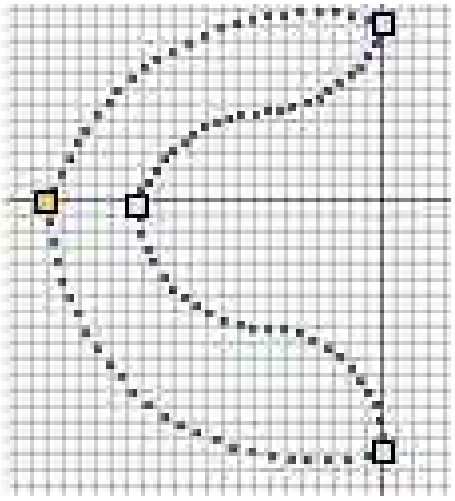
4.2.6. Pan/Tilt Effects

As well as using the "advanced effects" tool to create Pan/Tilt effects by creating waves, you can create more specific moving effects with the "Pan/Tilt effects" tool.
As with the other effect manager tools, you'll need to click "light beam on". This sends a message to all the relevent shutter/iris/dimmer channels to show the light beam.

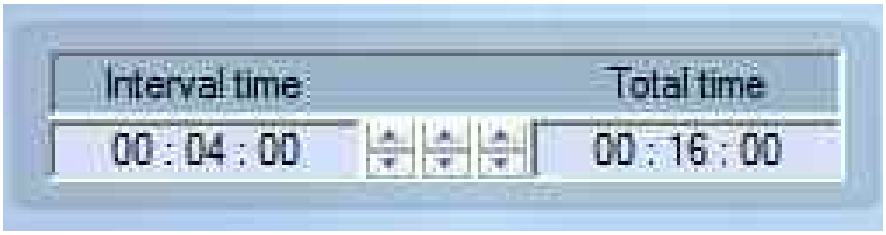
Once the tool is switched on, start by creating one of the shapes listed and hit play to test your effect.



You can edit your shape by adding, deleting and moving the points.



To slow/speed up your effect, change the interval time, this changes the time it takes to get from one point to the next.



Remember to click generate before closing the effect manager.

4.3. Internet

This function of the IP interface makes it possible to work via Internet. This is particulary useful for architectural installations. Imagine, a building in Los Angeles controlled with the product, if the lighting designer wants to improve his program from Paris, New York or Singapore, this will be possible from any computer on the network. Let us see now how to setup the connection.

Note: This feature allows to upload a new show to your interface, this is not a real-time function to control the interface !

Network settings

First of all, the interface must be connected to a local network connected to the Internet with a router. This router is a gateway between the local network (LAN) and the Internet (WAN), therefore you must tell its IP address to the interface (see "Installing the IP/Ethernet interface" chapter) to make it able to connect to the Internet.

Connection settings

The interface can automatically connect to the Internet or on demand. The automatic connection must be setup in the "Internet settings" tab of the "Configuration" window (see "Installing the IP/Ethernet interface" chapter). You can setup a connection every day, every week, hours...and the duration of each connection.
To start a manual connection, you must press the "+" and "-" buttons of the interface simultaneously.
Do not forget to specify the duration of the connection (the default value is 10 min).

Once the interface is connected,
the green LED turns ON
and stays ON until the end of the connection.

Uploading a new show
To upload a new show to your interface, you must start the Easy Stand Alone software and select "INTERNET" on the startup screen. If your computer is connected to the Internet, the software will open the following window:

Easy Stand Alone
You are connected to the server. Enter your S/N and password and click on Connect to know if your interface is connected to Internet.
S/N: D
Password
Connect...
Help...
OK
Cancel

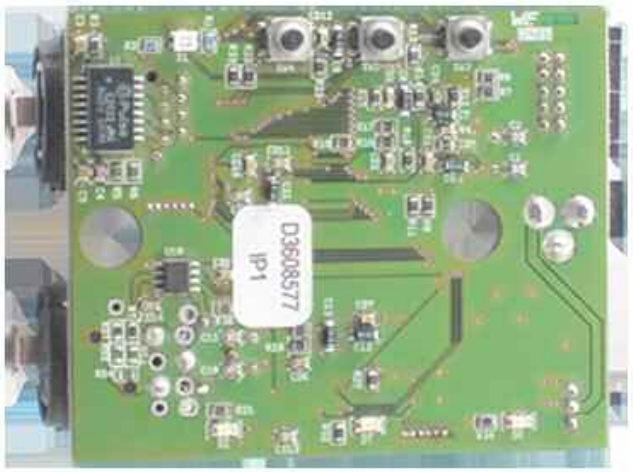
Here you must enter the S/N of your interface and the password and press connect. The default password is JULS. The software will tell you if the interface is connected to the Internet or not. If yes, you will be able to instantly upload the show and modify the interface settings. If not, you can upload the show to our server and the interface will download it as soon as it gets connected.
You must go to the stand alone tab to upload a new show.
If the interface is connected, you can test the show in real-time by releasing the "Do not go in stand alone now" option of the stand alone tab.

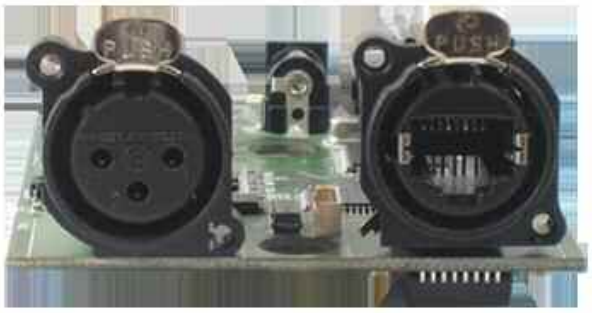
V Hardware manual

5.1. IP DMX interface

5.1.1. Installing the IP/Ethernet interface

Our stand alone Ethernet-DMX interface allows you to control your lighting locally (directly from your computer), through a network (connected to a router) or via Internet . To begin configuration, you will need to connect the interface directly to your computer using an Ethernet (RJ45) crossover cable, like the one provided with the interface.





5.1.2. Initial Configuration

Connect the interface to your computer using a crossover Ethernet cable (the crossover cable is only for direct connection with your computer; you should use a regular Ethernet cable if the interface is connected to a hub), and power it up with a 9-12V DC power supply.

The interface will have a default IP address 192.168.1.20, which means it is programmed to work on a 192.168.1.XXX network with subnet mask 255.255.255.0. When connecting the interface through a hub, several important factors need to be considered with regards to the computers IP settings:

1. The IP address must be "192.168.1.XXX" (you choose the values for XXX, 0-255)
2. The IP address must not be the same as any other device on the network, i.e. another computer, the router or DMX interface.
3. The subnet mask must be set to 255.255.255.0
4. All other fields can be left blank (i.e. DNS Server)

IMPORTANT: Each ethernet interface is shipped with the same IP address (192.168.1.20) If you are using more than one ethernet DMX interface, you must connect the interfaces one at a time and change the interface IP address within Easy Stand Alone (explained later in this chapter).

5.1.3. Changing your computers IP address with Windows XP

1.-From Windows' START menu, select NETWORK CONNECTIONS
2.-Right click on LOCAL AREA NETWORK and select PROPERTIES
3.-Select TCP/IP - PROPERTIES.

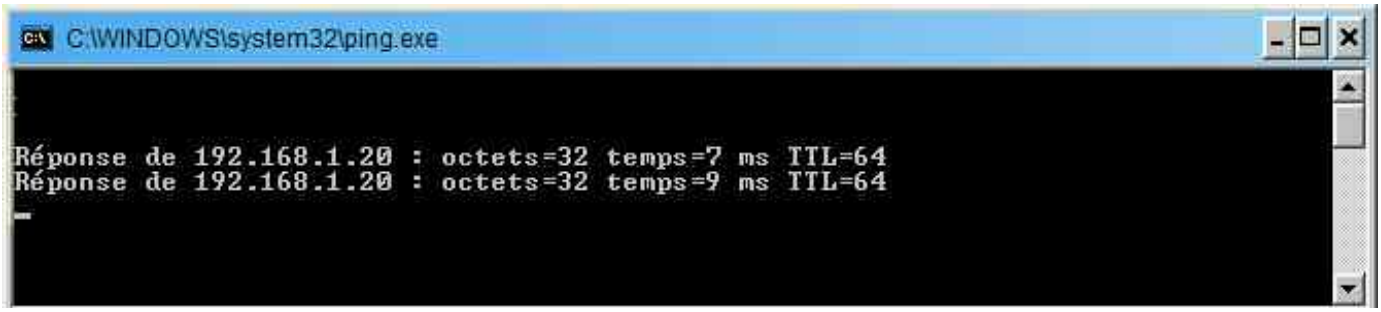
5.1.4. Changing your computers IP address with Windows Vista

1. Open the NETWORK AND SHARING CENTER either by clicking on the network icon in the system tray bar or slelecting START-CONNECT TO.
2. Select MANAGE NETWORK CONNECTIONS
3. Right click on LOCAL AREA NETWORK and select PROPERTIES.
4. Double click on INTERNET PROTOCOL VERSION 4 and select USE THE FOLLOWING IP ADDRESS.

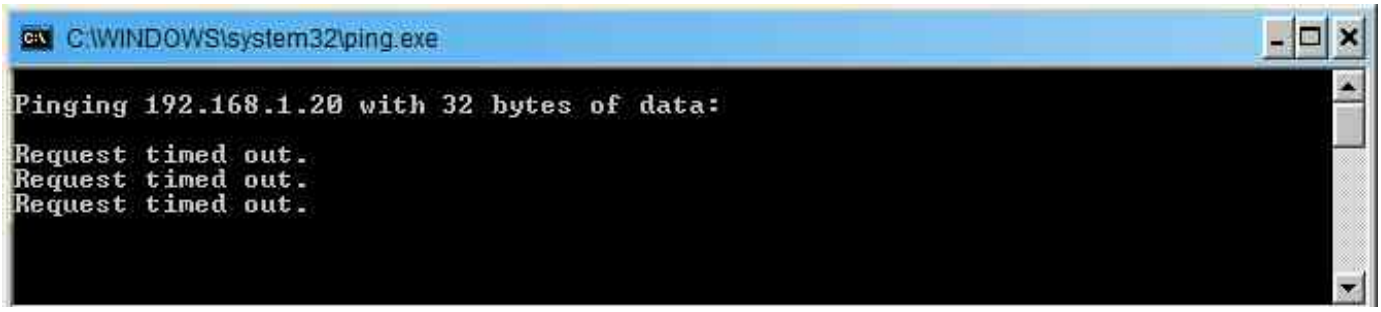
Your computer's IP address should be different from that of the interface's, but within the same subnet. Set the IP address of your computer manually, for example, to 192.168.1.25, and the subnet mask to the same 255.255.255.0.

5.1.5. Testing your IP settings

If you open the COMMAND PROMPT from the Accessories folder inside Windows' START menu, you will be able to test the connection between your computer and the interface. Type "ping 192.168.1.20" and hit the RETURN key. If there is good communication between your computer and the interface, you will see something like this:


C:\WINDOWS\system32\ping.exe
Réponse de 192.168.1.20 : octets=32 temps=7 ms TTL=64
Réponse de 192.168.1.20 : octets=32 temps=9 ms TTL=64

and if it fails:



If the PING command fails, make sure that the IP addresses are correct and that the interface is powered up and connected using the appropriate cable, as described above.

5.1.6. Changing the Configuration

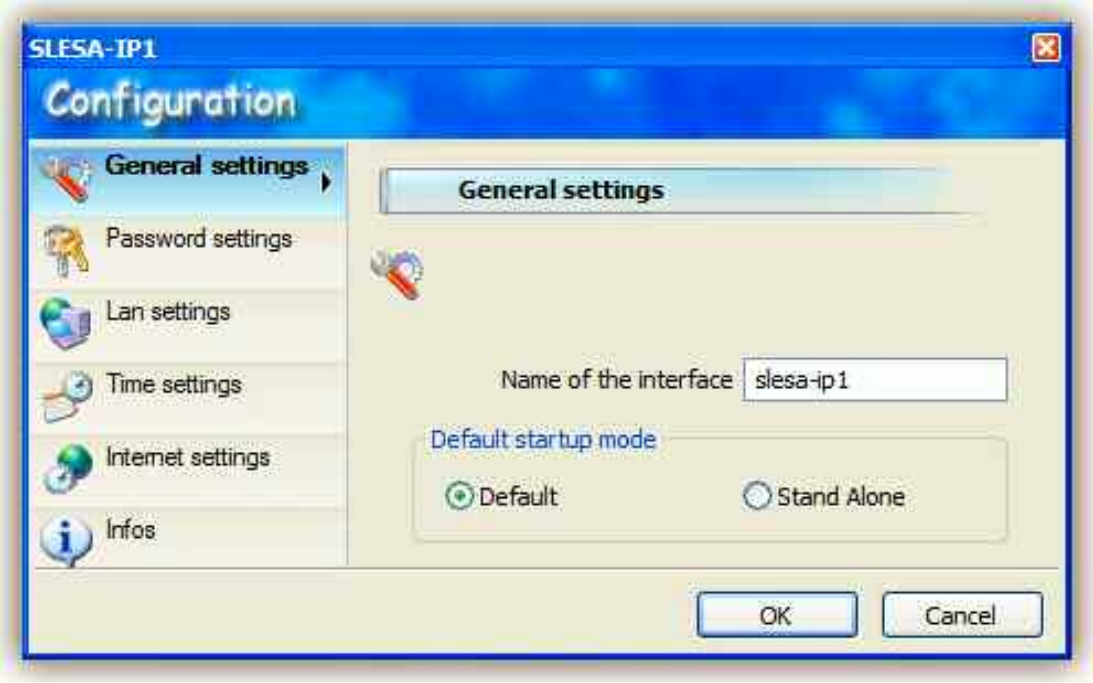
You can modify different settings within your interface. To open the settings window, you must select "Configuration SLESA-IP1" from the software "Tools" menu. To access the settings window use the default password JULS.

The General Settings section allows to change the name of your interface, and its default startup mode:

· Default: all DMX channels at 0%

It is also possible to set the master and slave units here. The master interface is used to trigger the whole system. By default. the master unit is the one with the lowest IP address.

To reset the interface and get all default settings (IP address, password...) back, you must press and hold the '+' button while restarting the interface.



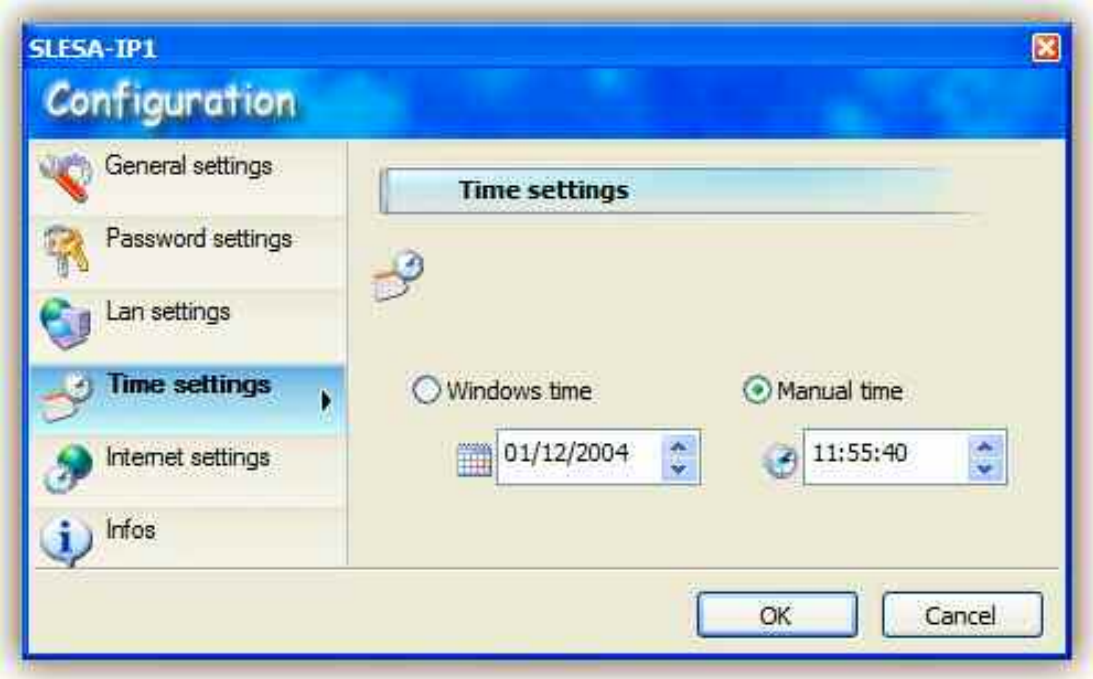
The "Password settings" section allows you to change the password to access the Configuration screen.

The "LAN Settings" section allows you to change the network settings for the interface:

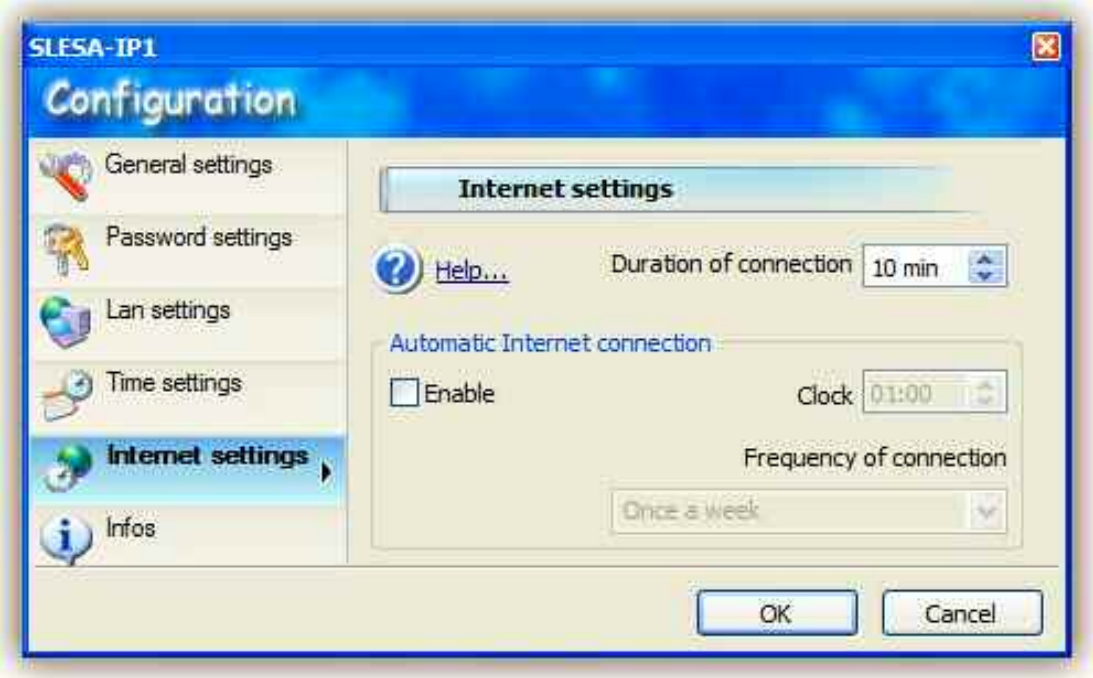
· IP address (this address must be unused within the local network)
· Gateway: IP address of the computer or router connected to the Internet

This is essential when using more than one interface simultaniously.

The "Time Settings" section allows you to change the time and date of your interface's internal clock and calendar.



The "Internet settings" section allows you to setup an automatic time and date interval when the interface will connect to the internet and look for new programs to be downloaded into its memory.



5.1.7. LED and buttons

9V DC
Connection of the 9V-12V DC 300mA power supply (+ in the center).

Button +
Go to the next scene in stand alone mode.

Button -
Go back to the previous scene in stand alone mode.

Button A
Dimmer button. Keep this button pressed simultaneously with the [+] or [-] buttons to dim in or out from a preprogrammed scene.

LED #
Blinks quickly in software mode, slowly in stand alone mode (shows the scene number), ON in Internet mode.

LED power
ON if the interface is powered.

LED DMX
Blinks quickly if the interface works correctly.

RJ45 cable
Connection to the network (crossover cable for a connection to a computer).

DMX cable

9V DC
BUTTON +
BUTTON -
BUTTON A
LED LAN
LED #
LED POWER
LED DMX
SERIAL NUMBER
RJ45 CABLE
DMX CABLE

NOTES

NOTES

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http://www.griven.it/ e-mail griven@griven.it

User's manual rel. 8.00